

3 New PowerBooks! With CD Drives!

A better machine. A better magazine.

MAC ADDICT

4

Holiday Games Spectacular

- System 7.5.5: New Features and Oddities too!
- Clones, clones, clones:
 - More from Umax
 - New from Motorola
- Ask Guy Kawasaki
- Tons of Tips 'n Hints

DEC/96

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THE ENEMY

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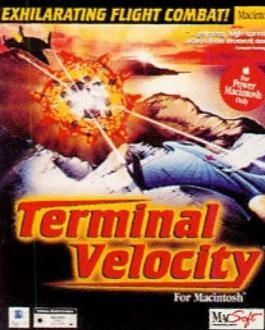
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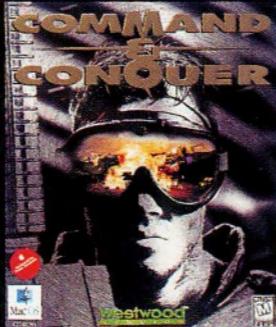
Virtual Pool from MacPlay has all the angles and shots of the real game—and then some. Features 4 great pool games, full-motion-video library, realistic physics and geometry, easy multiplayer modes, realistic 3-D perspective and graphics plus a musical jukebox.

You Don't Know Jack, Volume 2, is the hilarious sequel to the original award-winning game. This Jack comes complete with 800 all-new questions, new question types, celebrity guest appearances, new features and more. From Berkeley Systems.

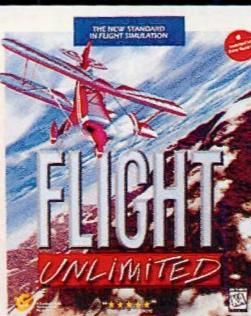


MacSoft's Terminal Velocity offers fast 3-D texture-mapped graphics, full 360-degree flight movement and 7 weapons of extraordinary destruction as you fight your way through 9 unique planets with an awesome array of air-to-air and air-to-ground combat action.

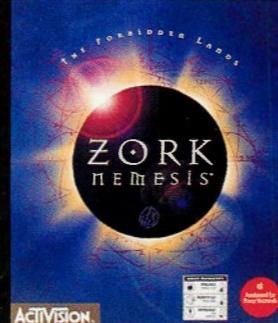
Westwood Studios' Command and Conquer takes you into a gritty, high-tech world where the art of electronic intelligence and covert surveillance reigns supreme. Where guerrilla strategies and savage combat are the norm. Muster forces and lacerate your enemies to the bone.



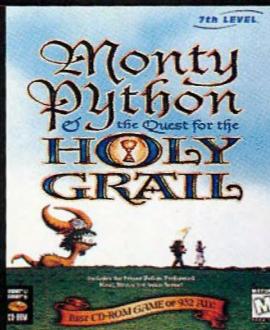
With its incredibly realistic flight models, 3-D photo-realistic landscapes and the use of real-world physics, Flight Unlimited re-creates the most accurate sensation of aerobatic flying ever experienced on the Macintosh. For best results, play before lunch.



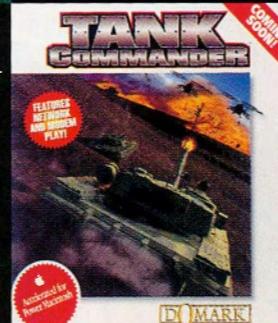
In *Zork Nemesis*, you're beckoned to the Forbidden Lands, a cursed world occupied only by the tortured spirits trapped there. Travel through 5 mind-bending worlds to discover the ancient secret of alchemy that will free the trapped souls from evil's grip. From Activision.



The best CD-ROM game of 932 A.D.—*Monty Python and the Quest for the Holy Grail* from 7th Level, Inc. It will take you on a romp through King Arthur's England, uncovering clues, solving puzzles and playing wholesome games like "Burn the Witch" and "Spank the Virgin."



Tank Commander by Eidos Interactive slams you into the cockpit of an M1 Abrams tank as you test your split-second-decision skills against enemy tanks in over 25 fully textured missions. Destroy T-72, Leopard and Challenger tanks with over 7 weapons.



Origin Systems' Wing Commander IV is one of the latest space-combat games for the Mac. Take on the role of Colonel Blair, played by Mark Hamill in breathtaking space battles and heart-pounding drama, as you fight your way through the most spectacular Wing Commander yet.



Get ready for the biggest adrenaline rush of the holiday season. We're talking new games for the Mac. We're also talking sweaty palms. Heart-pounding exhilaration. Stomach-in-the-throat thrills—the works. And here's the best part: with thousands of titles to choose from, you may never come down from that gaming high. Piqued your interest? Good.

Is that the

smell of chestnuts burning? Or just your neurological

receptors going into overdrive?



Mac OS

So now you're probably wondering how to get your twitching fingers on these games. Just visit stores like CompUSA, Staples, Micro Center and Fry's Electronics. Or, flip through any Mac mail-order catalogs. Or, hop on the Net. But no matter where you go to find them, remember to look for the smiling Mac OS logo. (All great software wears this face.) If you're ready to take your adrenal glands on the ultimate ride, visit www.macsoftware.apple.com. And learn more about games for your Macintosh® and how to find them. Of course, if you want to, you can always use a phone: **call 800-500-4862**.

Until now, the on-ramps to the Internet have been under construction.



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Getting hooked up to the Internet can be a messy process. That is unless you've got exactly the right tools. Presenting the Apple® Internet Connection Kit. It's everything you need to get on and get around the Internet quickly, easily and with a minimum of frustration. Here's what you receive: Netscape Navigator™, Claris Emailer™ Lite, Progressive Networks RealAudio, NewsWatcher, Fetch, the Apple Internet Dialer, Quicktime® VR Player and more. Plus, if you come across anything you don't understand, Apple Guide on-line help is there to assist you right away.

Just think, 30 minutes after opening the box, you could be participating in discussion groups, E-mailing Aunt Helga in Denmark, visiting the Louvre, the Library of Congress or maybe even the local chicken joint. (Seems like everybody's got a Web site nowadays.)

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NETSCAPE



The monster in the box may be your very own computer! (Ours is named Spalding.)

December 1996

Mac ADDICT 4

highlights

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Get the hardware to play your cards right. Play alone. Play with friends. Just play! Of course, you can work on the ultimate gaming Mac, too! **BY KATHY TAFEL**

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29 of the super-best games for the Mac. **BY KATHY TAFEL**

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In our premiere issue, we promised five custom-painted Power Macs to our contest winners. Find out who won, why, and what the Macs look like. **BY CHERYL ENGLAND**

54 They're Live Objects

Okay, they used to be just plain parts, but now these OpenDoc "thingies" have been renamed Live Objects. Here's a rundown on what's available. **BY DAVID REYNOLDS**



Powerful treat: This time it won't melt in your lap.



Custom cool! It's like having your very own desktop Harley. No helmet required.

how to

98 Create a Macro

If this were the '70s, you'd be learning macramé. That was then. This is now. And "now" is changing your bit depth and rotating sigs. You've come a long way...

102 Get Your Site Online

At last! It's time to take your Web site live.

You can call 'em hot! You can call 'em "Live"! But whatever you do, go get 'em!



Invite these exciting, wonderful creatures home. Then kill them.



Marathon Infinity—
what a blast! Amazingly
enough, we actually got
a little work done.



every month

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128 Shut Down

The last word. The last laugh.

the disc

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Our games spectacular will keep you busy, busy, busy during the holidays. We've packed The Disc with 32 games of the demo and shareware persuasion. Plus, there's new System software to install and a handful of new shareware. And don't forget to look for that infamous hot spot!



online

<http://www.macaddict.com>

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Come on in, put your feet up, pour yourself a drink and make yourself at home on our Web site. Like a faithful puppy, our online extension will bring you today's news, fetch the things you want and need, keep you company, and drool on the carpet. It's the Mac's best friend!

Mac ADDICT

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EDITOR-IN-CHIEF Cheryl England

MANAGING EDITOR Judy Lewenthal

ASSOCIATE EDITORS Nikki Echler, David Reynolds, Kathy Tafel, Daniel Drew Turner (reviews)

CD-ROM: Thomas Hale (director, development), Stephen Gifford (disc content consultant)

ONLINE EDITOR Mark Simmons

CONTRIBUTING EDITORS Raf Anzovin, Steven Anzovin, Raines Cohen, Joseph O. Holmes, Ross Scott Rubin

ART

ART DIRECTOR Ken Bousquet

ASSISTANT ART DIRECTOR Adam Vanderhoof

FREELANCE DESIGNER Gloria Orbegozo

PRODUCTION

PRODUCTION DIRECTOR Richard Lesovoy

PRODUCTION COORDINATOR Ken Brandow

ADVERTISING

PUBLISHER Patricia Neuray

REGIONAL AD MANAGER André Lengely

REGIONAL AD MANAGER John Singer

REGIONAL AD MANAGER Christina Sorrentino

MARKETPLACE ACCOUNT MANAGER Mary Lachapelle

ADVERTISING COORDINATOR Jana Massey

CIRCULATION

CIRCULATION MANAGER Donna Badgett

NEWSSTAND MANAGER Bruce Eldridge

FULFILLMENT MANAGER Dana Runkle

CIRCULATION CONSULTANT Gail Egbert

Imagine Publishing, Inc.

PRESIDENT Chris Anderson

VICE PRESIDENT/CFO Tom Valentino

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CHIEF INFORMATION OFFICER John Montgomery

NEW MEDIA BUSINESS DEVELOPMENT

MANAGER Mary Hoppin

INTERNATIONAL LICENSING: Robert J. Abramson & Associates, Inc., 720 Post Road, Scarsdale, NY 10583

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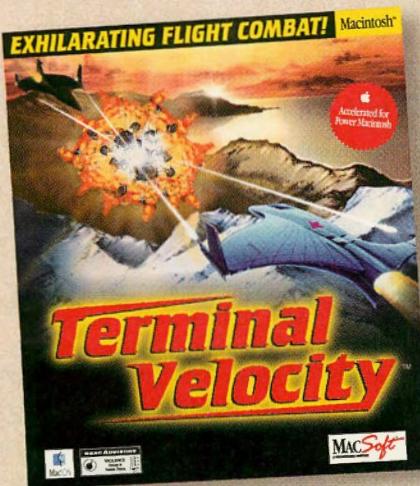
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Buck up, Bethany. Hey Joe, thanks for saving the show. Um, does anyone have Steve's phone number? Cheryl, what's that on your wall?



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Terminal Velocity is absolutely the most exhilarating flight game available for the Macintosh. It offers fast 3D texture-mapped graphics, full 360-degree flight movement and 7 weapons of extraordinary destruction. Fight your way through 9 unique planets with an awesome array of spectacular air-to-air and air-to-ground combat action.

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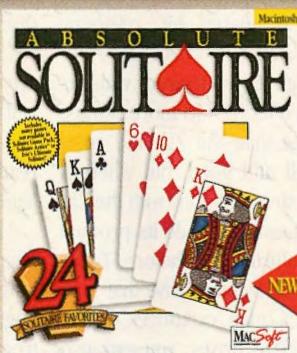
-Strategy Plus



Mac Arcade Pak 2

More red hot arcade action with five of the best arcade classics ever! Modern-day versions of Pac-Man™, Gauntlet™, Asteroids™, Galaxian™ and StarCastle™. Includes a sequel to MacWorld 1995 Hall of Fame and a runner-up for Inside Mac Games 1995 Best Arcade Game.

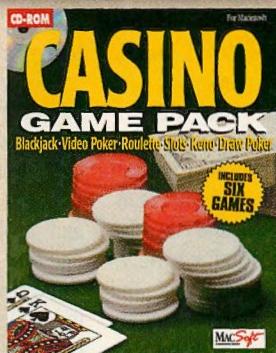
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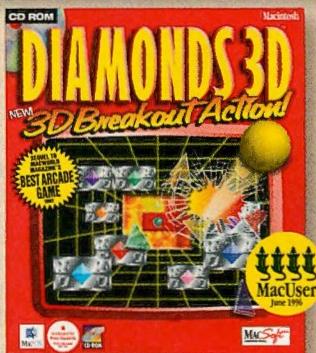
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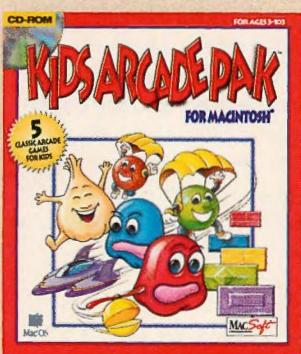
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Diamonds 3D

Breakout in three dimensions! Inside Mac Games calls it "Fun and addictive." The best breakout-style game we've played." The ball doesn't bounce up and down, it comes right at you!

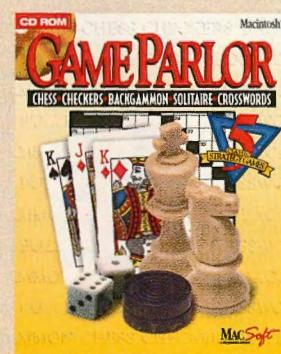
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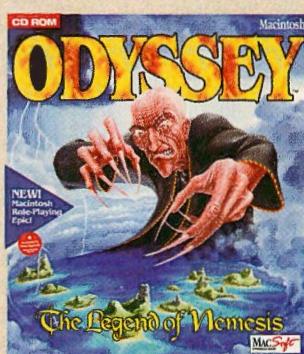


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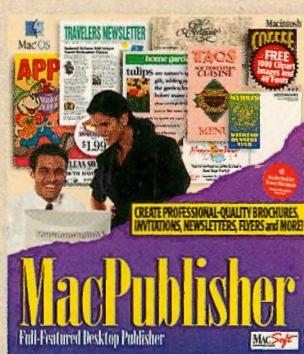


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The most advanced Macintosh role-playing game ever! Venture into the mystical lands of Odyssey. Discover nine islands of extraordinary adventure, fight epic battles and dwell amongst the fascinating inhabitants.

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editor's note

A year-long love affair ends in a drive-by drive comparison.

You know how car magazines will test a car for a year to see how well it holds up? Well, I've been using an Iomega Zip drive, with its 100MB cartridge for over a year now, and I'm still in love with this little machine. It's fast. It's reliable. It's portable. The cartridges are small and rugged. And it's affordable. (You can get the drive and one cartridge for under \$200 and extra cartridges for about \$20 each.)

But like any love affair that's gone on too long, it's starting to get, well, a little dull.

I want more: bigger, faster, cheaper. I want an Iomega Jaz drive... I think.

Jaz drives use 1GB cartridges that are only slightly larger than those for the Zip. Prices are equally compelling: a drive and cartridge cost about \$500; cartridges are about \$100 each. And like the Zip drives, Jaz drives

work flawlessly. Toss in a cartridge, wait a couple of seconds for it to mount on the Desktop and you're off. Problem is, Jaz drives aren't yet ubiquitous. Many people who recently splurged on a Zip or Syquest drive aren't willing to move to yet another storage medium.

Ah, Syquest—once the removable storage standard. Both Iomega and Syquest have produced removable media drives for years now. Iomega's Bernoulli drives were, in their time, widely acknowledged as technically superior to the Syquest 44MB drives. So, how did Syquest become the de facto standard?

Iomega couldn't market its way out of a paper bag. The Bernoulli drives were big and bulky; and, worse, they cost significantly more than the Syquest drives. Syquest quickly made inroads into service bureaus. At the time, it was mainly graphics professionals who were cranking out files huge enough to require a



Iomega seemed doomed. But a funny thing happened on the way to the storage forum.

means of transfer other than a network. Once service bureaus had Syquest drives, graphic artists bought them, too. In droves.

Iomega seemed doomed.

But a funny thing happened on the way to the storage forum. While Syquest owners battled reliability problems, awkward, multi-step cartridge mounting and unmounting procedures, and incompatibilities among 44MB, 88MB, and 105MB drives, Iomega was quietly readying the successor to the Bernoulli drive—the Zip.

The Zip was an instant hit, reversing Iomega's fortunes.

Syquest, of course, countered with its EZ135 drive which offers 35MB more storage space per cartridge than the Zip and costs less. That's all well and good, but whereas Iomega has two clear-cut options with the Zip and Jaz drives, Syquest has made its product line even more confusing than before. Today you can get a 200MB Syquest drive that uses the same style 5.25 inch cartridges as the older 44MB and 88MB drives. You can also get an EZ135 drive that uses smaller 3.5 inch cartridges. And an EZ Flyer 230 drive that uses cartridges that look identical to those for the EZ135. There are also 270MB and 105MB 3.5 inch cartridges for older drives. Confused? It gets worse.

You just can't go willy-nilly sticking identical-looking cartridges into the drives that support that form factor. I mean, you *can*, but it only causes problems. For example, if you accidentally pop a 270MB cartridge into an EZ135 drive, it gets locked in. Not even the emergency manual eject hole works. In fact, the only way to get the cartridge out is to pull it using tweezers or needle-nose pliers—which breaks the drive.

And you must still use a utility to mount cartridges. Unmounting involves a series of steps that allow the drive to spin down before you manually eject the cartridge via a

button and a lever. Come on, this is 1996. Storage devices shouldn't be this hard to use.

Magneto-optical drives are today's dark horse candidate for removable storage. In the past, these drives have been more expensive than other removables. But now drive prices hover around \$300, while 230MB cartridges cost about \$10 and 640MB cartridges are about \$40. The only real drawback to the magneto-opticals, is their slow speed. I'm spoiled by the Zip drive's responsiveness.

And, for the future, there's digital versatile discs (DVD). The first generation of these drives will be read-only, like today's CDs. They are the same physical size as a CD, but they will hold 4.7GB of data; later they'll hold twice that much, and even later you'll be able to read and write to them. Apple has a chance at leading the DVD wagon.

But that's the future. Today, I think I'll keep my trusty Zip drive and settle for looking longingly at the Jaz. By the time I can afford to upgrade, I'm sure I'll have even more variety from which to choose. —Cheryl England

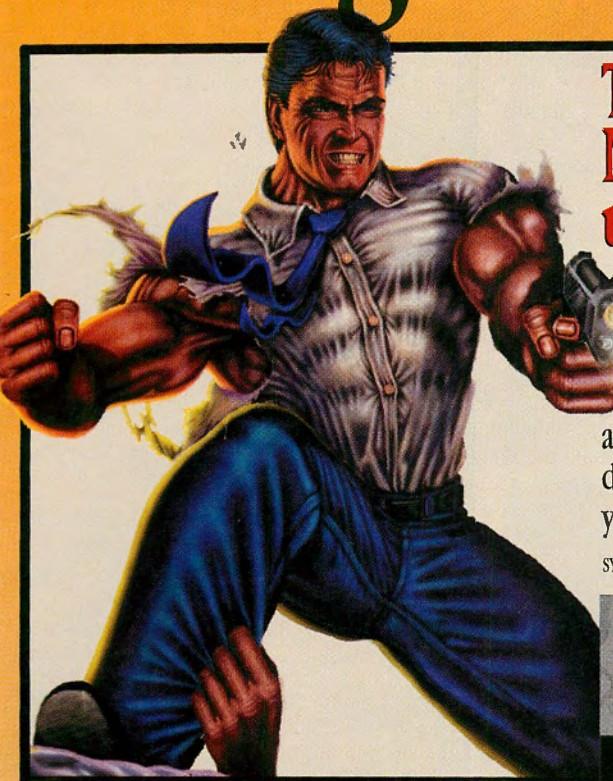
Yup, we called the Performa 6400 "sexy." We said it had "great legs" and a "curvy top." And we got letters.

Some of you simply didn't agree. Others thought we needed to get out of the office more. (Yup, we do.) A few others found the comments offensive to women. (We never said, however, that it was a female Mac.) So what are we going to do about this? Well, heck, we're going to say it again. We still think the Performa 6400 is sexy. We could have called it "cute," but that doesn't have the same panache. We're also going to give you a list of other things we find sexy. And, we're going to try to get out of the office more often. See ya!

Top Sexy Products

1. Thrustmaster Formula T2 Steering Wheel
2. Gyro Point "mouse" (Gyration)
3. Leather-covered PowerBook
4. Bryce 2 (Meta Tools)
5. Casio QV-10
6. Poser (Fractal)
7. Logomotion (Strata)
8. Marathon (Bungie)
9. ATI Xclaim VR
10. Performa 6400 (Apple)
11. OpenDoc (Apple)
12. QuickTime (Apple)

Enough Work. Let's Play.



The Most Advanced Mac 3D Shoot-em-up Ever!

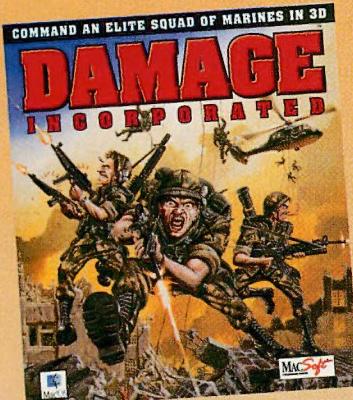
A powerful senator is brutally murdered while working late in her Washington D.C. office. Now you must solve the mystery of her death in this action-packed 3D shoot-em-up. Prime Target thrusts you into the most dynamic Mac gaming world ever. Blood splatters on the wall. Glass shatters in your face. You can almost smell the carnage around you!

SYSTEM REQUIREMENTS: Any PowerMacintosh with color monitor and CD-ROM drive.

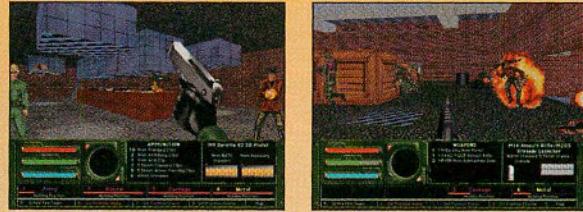


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SYSTEM REQUIREMENTS: Any PowerMacintosh with color monitor and CD-ROM drive.

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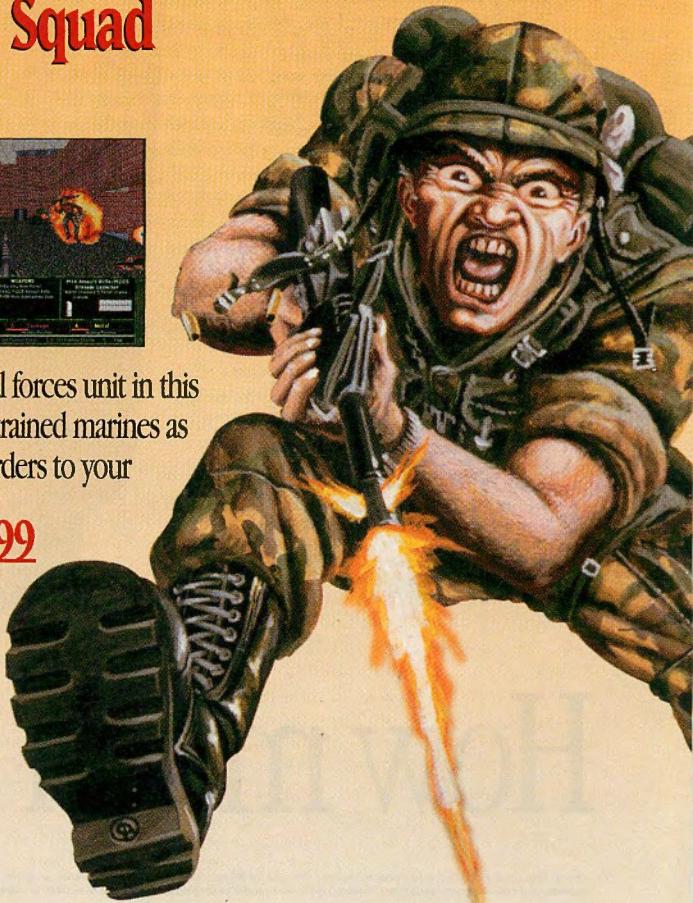
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Your personal education.

It comes with some of the most popular educational software already installed and runs hundreds of other educational programs that make learning more fun—to help kindergartners learn to read and write, high school kids prepare for college or grown-ups master a second language.

Your personal finances.

The Performa 6400 computer brings the point-and-click simplicity of a Macintosh to a wide range of software for managing your family finances—programs like Quicken that help you do your taxes, track your investments and balance your checkbook.

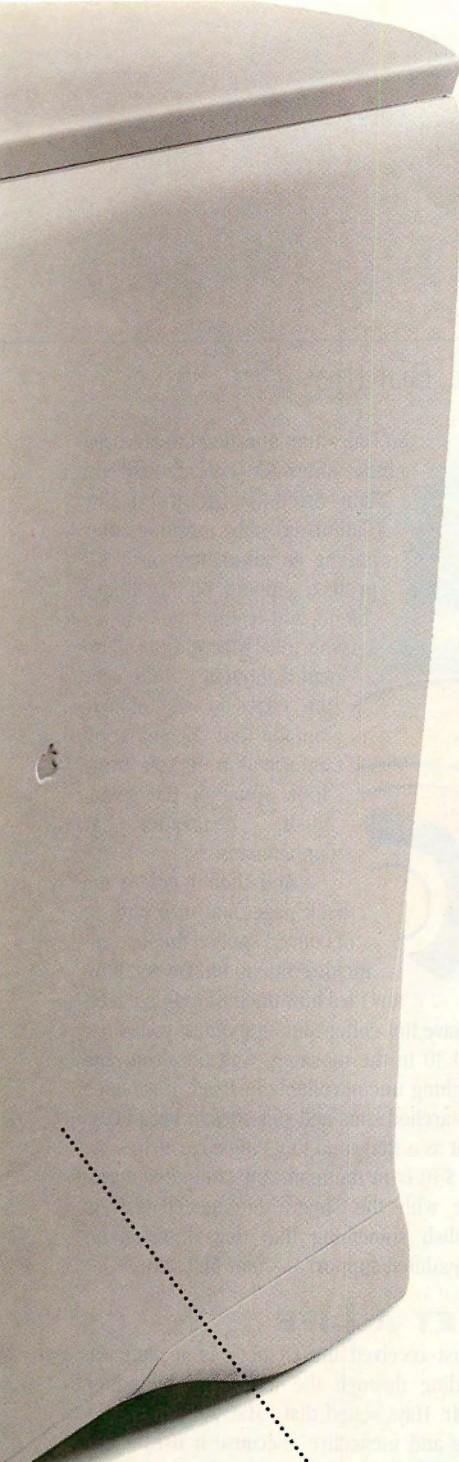


Your personal interests.

We've even made the Internet more personal by including your own Personalized Internet Launcher—a service from Apple that automatically searches the Internet and brings to your screen the newest and best web sites that interest you most.*



How much more personal c



Your personal computer.

No, that cozy-looking piece of hardware isn't a newfangled ottoman. But you'll be amazed at how comfortable it feels in your home. It's the new Performa 6400 tower—built around the PowerPC® 603e RISC chip running at 180 or 200 MHz with up to 2 gigabytes of hard drive space, and shown with the new Apple® Multiple Scan 15AV monitor and the Apple Color StyleWriter® 2500!™



Introducing the Macintosh Performa 6400.

Don't be too surprised by how familiar the Macintosh® Performa® 6400 feels when you bring it home.

After all, it *is* a Macintosh—still the only computer in the world designed from the very first chip to work the way people work.

And it *is* a Performa—designed with families in mind to be easy to set up, easy to learn and easy to use.

But now we've not only given it powerful new capabilities no other home computer has ever had before. We've also made the most personal computer of all more personal than ever.

Thousands of learning and business programs are available for Macintosh. And twenty-five popular titles come preinstalled with the Performa 6400. Like Grolier's Multimedia Encyclopedia, ClarisWorks 4.0 and Quicken SE.

Right out of the box, your kids can instantly find answers to their questions, complete with video, animation and sound. And you can start working with a spreadsheet, word processor, financial tools and more.

Every Performa model comes with Macintosh PC Exchange™, allowing you to read from and write to DOS disks. Add a program like SoftWindows™ or a PC compatibility card, and you can even bring work home from the office

and run your Windows applications at the touch of a key.

Of course, all work and no play makes Jack the world's dullest parent.

That's why the Performa 6400 comes with today's most advanced multimedia features. Including an 8x-speed CD-ROM drive for the smoothest game animation and 16-bit stereo sound for the clearest listening experience. And with the addition of Avid® Cinema software, creating your own home movies becomes unbelievably easy.

It also brings the Internet home with a 28.8 Kbps modem and all the software you need not only to get up and surfing on the Net,* but to easily create your own web page as well.

And although the life span of some computers may appear to extend just beyond that of the average goldfish, we've loaded the Performa 6400 with ample power and plenty of expansion options so you and your family will enjoy it for years to come.

It's everything a family computer should be. For the name of the Apple reseller near you, and for information on special holiday promotions, call 800-446-3000, extension 100. Or visit us on the Internet at www.apple.com/

And bring home the most personal computer of all. Macintosh. 

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There's more than enough power for today's applications and plenty of expansion options that make it easy to add functionality no matter what you want to do—now, and down the road. When your family grows, your Performa grows with you.



an a personal computer get?



Letters

We didn't think the letters could get any weirder. But they did.

This Month



GET ON, GET ACTIVE. Talk to us and talk to other Mac addicts on the Web site.

Reading the mail is now among our favorite things to do. We love your stories, your comments, your jokes. We only wish we had more space to run all of your responses. We also love the marriage proposals and will gladly accept indulgent praise and sensitive criticism. Write to us at: MacDudes, MacAddict, 150 North Hill Drive, Brisbane, CA 94005, or send e-mail to letters@macaddict.com. For CD-ROM or subscription queries, please call our customer service department at 415-468-4869

RECENTLY SIGHTED



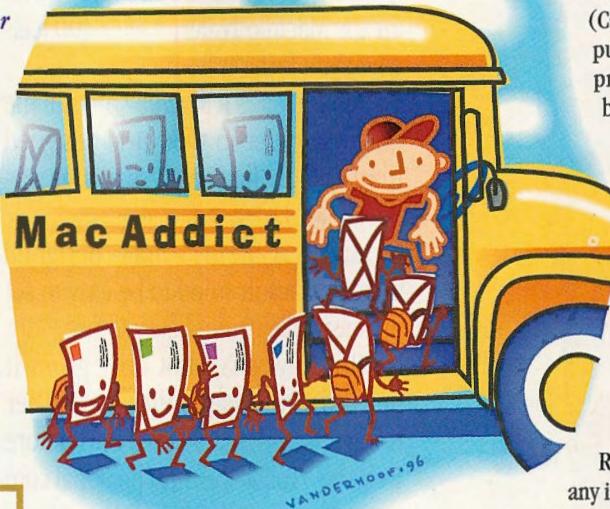
Once upon a time...

It was the spring of 1984. Apple Computer had launched the 128K Macintosh. I had just bought one of the first Macs in Montreal. A group of Mac addicts soon began to haunt the local dealer to exchange ideas and gossip about upcoming software.

Every day as I entered, there would be a sign on a shelf. It was a simple piece of clear half-inch, beveled plate glass with the logo of the new Mac etched into it, painted with colored, translucent tints. A small fluorescent tube in the base illuminated the whole logo.

That sign was the symbol of a new way of thinking about computers. I was startled one day to find it gone. I asked the assistant manager where it was, and he said that they were changing the layout of the store and the sign was going to be thrown away. I made a rather spontaneous offer of \$20 for it. He considered for about five seconds and the deal was done.

The sign now sits on my shelf and sheds light on my ideas and me. —RICK LING



So I'm sitting outside at my favorite little sidewalk coffeehouse on Main Street in Redwood City (California) this morning after pulling an all-nighter on a 3D project, sipping on my house blend, and reading the October issue of "MacAddict." Fun read, I thought. A little over the edge on sophomoric humor, but lots of good information if you overlook some of the spammish, "generation X" euphemisms.

And then I got to the back page, and in a mid-sip of coffee I spotted the Reagan-Rickles-Amelio bit. Do you have any idea how uncomfortable it feels to have hot coffee shooting out of your nose at 9:30 in the morning, with no sleep, and laughing uncontrollably in front of a bunch of starched suits and suit-ettes in broad daylight as a Redwood City Police car drives by? My \$30 is in the mail. Any computer magazine with the sheer, unmitigated gall to publish something like that deserves my unqualified support. —ANDY MCKERRAL

GET A LIFE

I just received the October issue and was reading through the letters to the editor. A Mr. Hays stated that "MacAddict is immature and ineffective" because it uses words like "cool" and "neat." No offense intended, but loosen up, Mr. Hays. Get out more often. Take a valium. Somethin'. If all you want is information given "according to the customary forms of exposition," then grab a Lotus 1-2-3 manual and knock yourself out.

—RW HARRIS

As a former mechanic I can tell you someone has torqued this guy's head bolts down to 150 ft. lbs. CURE: Undo all bolts, replace head gasket, and retorque to 28 ft. lbs. Talk about uptight—I bet you couldn't pull a greased No. 10 thread out of this guy's a** with a Caterpillar tractor. —RON SAMSON

UH, SURE

Would you guys like to send me a Mac? All I need is one. —JONATHAN DREYER

You should consider a monthly section where you mention some Web site, organization, team, business, TV show, whatever, that uses or features Macs. For example... hmm, I don't know... how about the award-winning Web site "Weird Al Yankovic For President" at <http://www.epix.net/~lexf/al.html>? That would be a good one to start, I guess. I just checked it out, and—how's this for coincidence—I MADE IT! Whoa! —LEX FRIEDMAN

I now have 16MB of RAM and should be able to do anything, even go to the moon! —CHARLOTTE ELLINWOOD

I would accept a free lifetime subscription if you offered it! —SCOTT WILLIAMS

EWW!

Had a little accident while working at my Mac; I bled; I applied pressure; I decided to rebuild my desktop; when it finished, I released the pressure; the bleeding stopped. Ergo, clotting time = desktop rebuild time! —CHARLES CUSUMANO

We don't even want to go there.

ENGLISH, PLEASE!

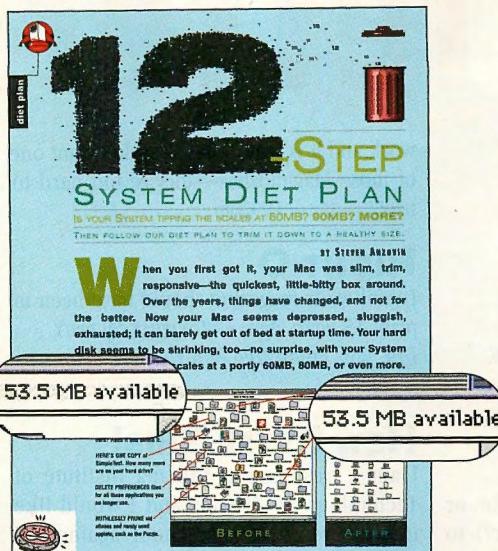
But hey, what do you expect from an addicted to addiction person who can't be addicted to his addiction because of an underaddiction, where the addiction is Apple, and the person is me, and the underaddiction is homework. Confused? Well at least you don't have to work with the devil's tool at school—Windows 95. —CHRIS DOORLEY

Chris, you're scaring us. We're actually starting to understand your letters. Nothing like a little regular correspondence to keep us on our toes...

AACK! ALIENS!

Forgive me for being raised on the planet Vulcan, but it seems to me that a "September" issue should arrive, at the earliest, during the last week of August. I really don't get it. There are 12 issues a year. There are 12 months in a year. Why not have them match? —DR. RICK BRINKMAN

It involves the time gap between shipping to the newsstand and mailing to subscribers, how long the issue stays on the stand, and a bunch of other arcane stuff. We'd explain in more detail, but not until you lose the rubber ears.



SO WE GOOFED. Before (left) and after (right). They say that confession is good for the soul.

it would appear that the clutter has not been purged just yet. The Total Weight Lost of 68.6MB reported on page 39 must be after emptying the Trash. —RON DAVIES

Ulp. You caught us. We kinda sorta, well, uh, forgot to take real Before and After screen shots until, well, um, the last minute. So we, uh, faked it. Ouch. Mea culpa. We're sorry. We won't do that again, we promise.

OKAY, YOU WIN

I wanted to take a shot at getting the esteemed "Most Observant Reader" award. In the second to last line of the second paragraph of PowerPlay (Oct/96, p90), the word "become" is spelled "beome." Of course you probably already noticed this, but it was worth a shot. —ANDY SWINDLER

BUT CLOSE BEHIND...

Your review of Stuffit Deluxe stated that you wished that the program had a Segment command. It does. Did you all check under the Translate menu? Yep, there it is. It allows you to segment a program to disks of your choice, or you may join segments. Is this an oopsie and do I get a prize? —RON WILSON

I am slightly skeptical of your 12-Step Diet Plan (Oct/96, p36) if the results are as shown in your Before and After screenshots on page 36. If you examine the header carefully in the After screenshot (System Folder, 28 Items, 202.3MB in disk, 53.5 available),

WRECKS ON THE HIGHWAY OF LOVE

While experiencing the vicarious thrill of going for a ride with Kathy Tafel in her new Del Sol, I received the unwelcome revelation that she is already married. Damn! —DAVID PAYNE

Nikki, marry me... — KEVIN M. KENNEDY
No.

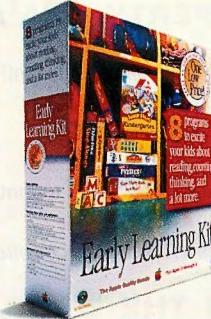
While in America on my honeymoon, I saw a copy of your premiere issue and without hesitation bought it. From the second I started reading it, I couldn't wait to get back home to my computer (which *really* depressed my new husband). —ABIGAIL PERETS

Thanks for reassuring us that there are computer widowers as well as widows!

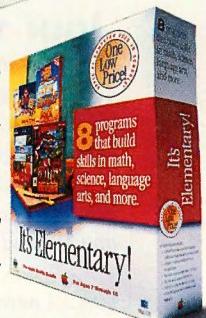
'FESS UP, BOY

P.S. I have a confession to make. I wrote this using Microsoft (bleuk!) Word. Yes, it's true. No, it's not quite as bad as you think—it's version 5.1. Please forgive me. This would explain the bad formatting. —WALTER S. GRAFF

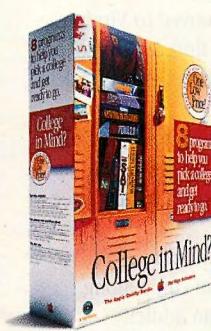
But wait, there's more.



"Early Learning Kit" Includes 8 interactive learning programs that will help your kids learn basic reading, writing and counting skills long before they even start school.



"It's Elementary!" Includes 8 interactive learning and entertainment programs that will have your 7- to 10-year-old learning language arts, math, science and social studies.



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letters

GET OFF OUR PROPERTY, MA'AM

What is in your office coffeepot?

—CATHERINE PETTITT

Why, coffee, what else?

Bitch Cakes... You watch too much TV.

—JOEL BUTKOWSKI

Can this wait until the commercial?

JOIN THE CLUB

We really need a secret handshake or code phrase (live long and prosper?) to identify each other in a sea of Wintel users. Any good ideas out there?

—PETER GELB

What? You don't know it? You mean no one showed you?

First... I moved to Virginia. Then... I find I have to pay more in taxes than I did in New York.

Then... they tell this big-time Wintel user that his new computer is a Power Mac!

Then... I liked it.

Then... you came along. Now I'm an addict!

Things are looking up!

—EVAN KOHN

OOH, THAT SMELL

Well, we've solved the mystery about why our magazine has what some consider a great smell. It's Downy! No kidding. Our printers, Brown

Printing, gently bathe each issue in a few gallons of that famous fabric softener to ensure a static-free, babysoft MacAddict experience. Guess which scent they use?

Quote of the day from my garage mechanic: "I can't get the modem on my PC to

work and it is slow, but I wouldn't want one of those Macintoshes—they're too hard to use!" —BRIAN D. CARD

RIGHT-O

I think your magazine should have been in print 15 years ago. —JONATHAN MURPHY

Um, you mean like before there even was a Mac?

HEY, STUFF THIS!

I am a freshman at Indiana Institute of Technology. My friends and I would like to win a war at our school against PC users who have been putting up signs that say Apple computers blow!!! Can you give me information on any pictures that are anti-PC in nature, that we could possibly download and use?

—MATTHEW SHUTER

Fancy that, we just received a letter from reader Scott Pelok raving about Peter Steinfeld's cartoons at the MacWorks site: <http://www.macworks.com/stuffthis/stuffthis.html>.



LOOK OUT JENNY CRAIG

Just wanted to let you know that I put my Performa 6115CD on a diet plan (Oct/96) and reduced fat from 103MB down to an amazing 71MB!! I

couldn't believe how much

excess blubber my poor machine was carrying around! —ANTHONY J. CORREA

I didn't realize there were so many files I didn't really need. —JOANIE GRIFFIN

I have already put my Mac on a diet (didn't need to trim much), and next time my system goes kafluey, I won't be sitting here going, "Now what..." —GRACE LAMBIE

The article about putting your System Folder on a diet was the best I've seen on the subject. —COLLEEN DICK

Helpful Hints

In the article "The Top 21 Things That Can Go Wrong With Your Mac" (Oct/96, p40), Symptom 2 is "The Mac ejects a floppy disk or removable..." The only solution to the problem that Mr. Cohen lists is using the Put Away command (Command-Y). While this solves the problem in the long term, it does not address the question of what to do if you are in a pinch and cannot find the disk. If the Mac asks for a floppy disk and you do not have it, press Command-Period. You may have to hit it a number of times, but it will eventually say that the disk could not be found and remove the image from the Desktop and never ask for it again. This is the quickest way of dealing with the dreaded "please insert xxx" message. —PETE S. FUTRO

Any user "force quitting" an application with Command-Option-Escape should immediately save all work in other applications and restart the Mac. Forcing an application to quit leaves your Mac in a very unstable state. —ROB DEWHIRST, FARALLON COMMUNICATIONS

We have an alternative backup system to offer. Instead of paying for a Zip drive, we simply save up all the America Online intro disks we get in the mail each month and use them to back up our system. In a matter of three months, we had enough to back up our 1.5GB hard drive. —BRYAN AND DIANA WINTER

I'd like to take issue with a couple of the things you say a MacAddict would never say. "A MacAddict would never say: Let me help you configure your autoexec.bat and config.sys files."

'Scuse me? Yes he would. At the end of the autoexec.bat file, before it opens Windows, add a couple of echoes and then:

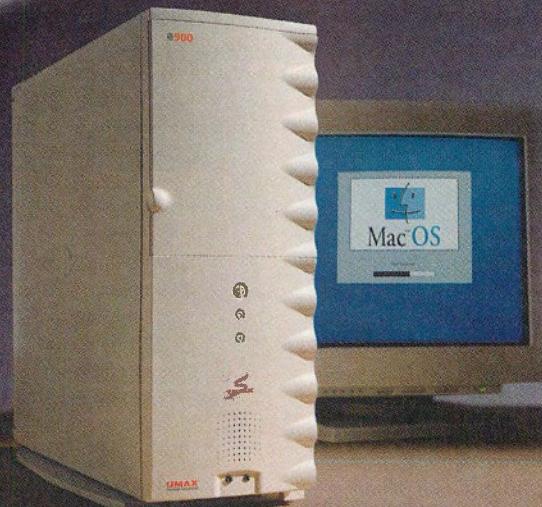
```
echo How much easier
echo computing would
echo be with a
echo MACINTOSH
```

followed by several more echoes and a pause, so it is prominently displayed on the screen. —ERIC "MONKEYBRAND" VAN BEEST

**YOU KNOW YOU'RE A
MAC ADDICT WHEN
INSTEAD OF USING
PROPER TERMINOLOGY
FOR THINGS THAT ARE
BROKEN, YOU ASK
"WHAT'D THE ERROR
MESSAGE SAY?"
—MARC FISHER**

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Advanced Scalable Processor Design – which allows you to upgrade easily to faster processors – or

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MODEL	J700 / 150	S900 / 180	S900 / 200	S900 / 225	S900 DP / 180
Processor Type	604	604e	604e	604e	Dual 604e
Memory Bus	128-bit	128-bit	128-bit	128-bit	128-bit
Memory Interleaved	Yes	Yes	Yes	Yes	Yes
PCI Expansion	4 PCI Slots	6 PCI slots	6 PCI slots	6 PCI slots	6 PCI slots
PCI-to-PCI Bridge	Yes	Yes	Yes	Yes	Yes
Maximum Memory	1Gbyte	1Gbyte	1Gbyte	1 Gbyte	1Gbyte
Standard Memory	16 MB	32 MB	32 MB	32 MB	32 MB
PRICE:	\$ 2795	\$ 3595	\$ 3795	\$ 4295	\$ 4595



Compare! Does your computer have these features?

① Standard Interleaved Memory Every S900 comes standard with interleaved memory on the motherboard for workstation-quality 128-bit access memory and best system performance. Others only provide 64-bit access memory.

② Advanced Scalable Processor Design (ASPD.) This modular configuration provides easy upgradeability to add or change processors as desired. Costs you less and is far more flexible, allowing your system to grow as you do.

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the disc



Reading the mainstream press is enough to make you believe that there aren't any Mac games, much less absolutely fabulous ones. This month's Disc

contains the all-time greatest Mac games from the cover feature on page 40. So wipe off that drool and pop in The Disc to install pure Mac mayhem. —Kathy Taele

Demos



DEMOS
Visit the Islands of Marathon, Now Utilities, Havoc, and Stylist. You'll get a tour of the program and the Web site. No glass-bottom boats, though.

DEMONSTRATION

Visit the Islands of Marathon, Now Utilities, Havoc, and Stylist. You'll get a tour of the program and the Web site. No glass-bottom boats, though.

RescueFCCS



RESOURCES

Here you'll find shareware and freeware to solve almost any problem, create any file, or simply pass time with Fun and Games.

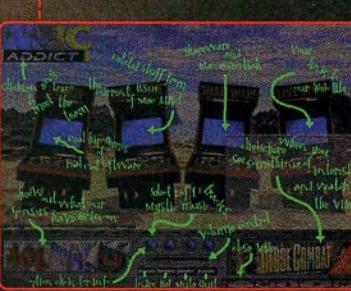


this issue



THIS ISSUE

Here is where you'll find programs and files mentioned in the magazine. Whenever you see a disc icon in print, you'll know to come here on the CD-ROM.

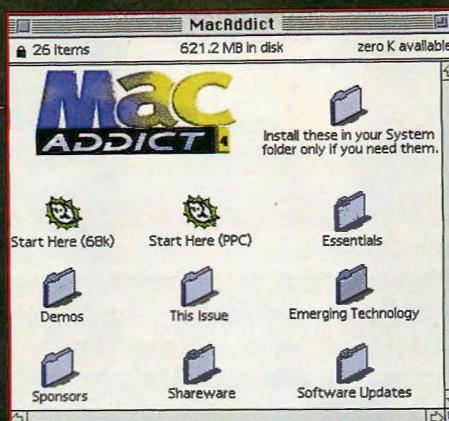


HELP ME

This screen (available on the five main screens) explains in a nutshell The Disc's interface.

Getting Started

- When you first pop in The Disc, you'll see this window.
- If you are running System 7.5.5, you don't need anything in the "Stuff you might need" folder to run The Disc. If you aren't running System 7.5.5, then you may need some of the files in this folder.
- If you have an older 680x0-based Mac, click on "Start Here (68K)." If you have a newer PowerPC-based Mac click, "Start Here (PPC)."
- If you don't have enough System memory to launch The Disc, you can still access and install all of the included software and demos. Just go to the Desktop, open the folders, and browse through them.
- Clicking on the MacAddict logo won't cause anything to open, but you can move pieces of the logo around, in essence creating your own jigsaw puzzle. Just close the window and the logo returns to normal.



Requirements

- To access all of The Disc's features, you'll need 12MB of real RAM if you're running System 7.1 or earlier; 16MB of real RAM if you're running System 7.5 or later.
- If you don't have enough RAM, you can still access all of the software, demos, and tutorials on The Disc from the main folder.
- You need a 13" monitor that has a resolution of 640 x 480 and 256 colors.
- To access the LiveWire section, you need an Internet connection.
- You need a 13" monitor that has a resolution of 640 x 480 and 256 colors.

Our Disc Sponsors

To find immediate information from our sponsors, go to the Index (Option-click on any help screen). Or wait until you see a message from them in the lower-right-hand corner of the main screen. Clicking on the message causes a TV screen to slide down from the top of the page, showcasing more information. Sponsors can also be accessed from the main window in the Finder.



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Bungie—Marathon Infinity and Abuse



800-295-0060

<http://www.bungie.com>

Marathon Infinity

Marathon Infinity contains "Blood Tides of Lh'owon," a brand-new 3D-level scenario, "Forge," Bungie's own powerful Map Editor, and "Anvil," a single tool for easy modification of shapes, sounds and physics models.

Abuse

What is Abuse? Abuse is 360 degrees of side-scrolling action. Run, jump, fall, and fly in any direction through industrial corridors, caverns, and sewers. Destroy enemies in any direction with grenade launchers, rocket launchers, napalm, and nova spheres! Avoid traps with jet packs and turboboost.

Falsely accused and imprisoned in a high-security facility, you watch in horror as a mysterious biogenetic experiment turns everybody around you, guards and prisoners alike, into ravening, inhuman monsters. Your only hope: steal a suit of powered armor and any weapons you can get your hands on, and make your way to the deepest level of the prison before the plague spreads to the outside world.

Brainstorm—
Drawing Discoveries



1-888-4Brainstorm

<http://www.brainstormfun.com>

Drawing has never been so exciting. Drawing Discoveries is a vivid, interactive, art class that teaches aspiring artists all about animals, geography, and different cultures.

Guided by Akua the Gazelle, children of all ages can draw up to 15 colorful masterpieces using simple lines and shapes, and then create a personal coloring book utilizing their own designs. Drawing with either the mouse or pen and paper, this fun step-by-step approach can turn anyone into an artist, establishing the importance of creativity. In fact, you might just find yourself waiting impatiently for your turn...

Earthlink—
TotalAccess



800-395-8425

<http://www.earthlink.net>

TotalAccess is Earthlink's complete software and Internet connection package. It includes Netscape Navigator, an award-winning Internet access software, and everything needed to register for complete Internet access in less than five minutes. After the \$25 setup fee, unlimited access is provided for \$19.95 per month. Round-the-clock tech support is provided via an 800 number.

Help, Please!

What! You need help? Well, if your super-phat disc is mangled, warped, broken, or otherwise disturbed, you can get a replacement from IMAGINE's customer service. We've set up a special page on our Web site <<http://www.macaddict.com/info/service.html>> where you can order one, or you can call them directly at 415-468-4869. If you can't install anything, or get disc errors, do the same.

If you have another problem with The Disc, please stop by <<http://www.macaddict.com/cdrom>> before you send us e-mail. If there isn't a solution there, then please let us know about it at letters@macaddict.com.

If you're having problems with System software, we recommend calling the good folks at 800-SOS-APPL. They'll be more than happy to help you. And if you are having trouble with one of the programs on our Disc, please be sure to read the accompanying Read Me for contact info.

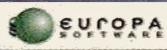
MACPLAY

Conquest
of the New World

800-4MACPLAY

<http://www.macplay.com>

This demo version of Conquest of the New World shows off many of the major features of the game and includes a detailed tutorial plus online help. Option-click anything on the screen to find out about it, including characters, the ship, buttons, or windows. Some features have been disabled in the demo. In particular, trade and diplomacy between players are not allowed, and there are only two European players. You can't play as the native high civilization in this version. Also, the computer players have been adjusted to play very passively. Their colonies will stay small, and they will tend not to attack you.



Europa Software—
WebQuick

<http://www.europasoftware.com>

Frustrated by Bookmarks? WebQuick(ART-tm) tracks every page you visit and automatically organizes pages by site. It lets you create custom Topics—and keeps them all at your fingertips with handy pop-up menus. WebQuick even converts existing Bookmarks. No wonder "MacWEEK" calls it "the first Web utility that is essential!"

MACSoft

Terminal Velocity

800-229-2714

Terminal Velocity is absolutely the most exhilarating flight game available for the Macintosh. It offers fast 3D texture-mapped graphics, full 360-degree flight movement, and seven weapons of extraordinary destruction. Fight your way through nine unique planets with an awesome array of spectacular air-to-air and air-to-ground combat action.

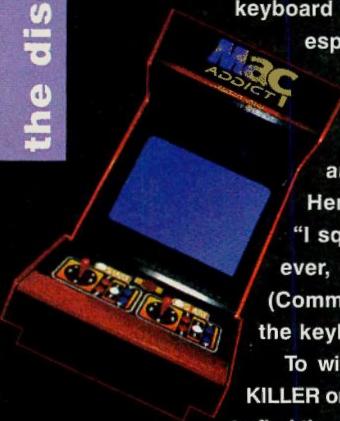
Win! Win! Win!

A fantabulously responsive Datadesk TrackBoard. This miracle of modern engineering features a trackball on the



keyboard itself and has a detachable keypad. We especially liked the aural feedback—our Apple Design Keyboards are way too quiet. If you don't like the Necco-colored keys, Datadesk provides standard-colored keys and a special widget for replacing them. Here in the MacAddict offices, we played "I squish you" with it for hours. We were, however, disappointed by the lack of modifier keys (Command, Option, Control) on the right side of the keyboard.

To win this contest, you won't have to enter any KILLER or BONUS codes on the CD-ROM. You will need to find the secret hotspot to PLAY OUR GAME, though.



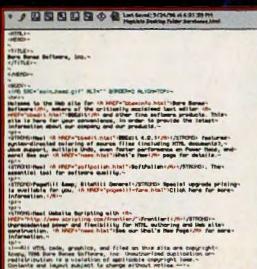
Music to our ears

Want to know who created the tracks on this month's CD? Just hold down the Option key and click on the blinking light of your music choice. Want to put your name there? We're looking for a few good tunes. Send your soundtrack creation to MacAddict, Attn: Music Mavens, 150 North Hill Drive, Brisbane, CA 94005. We'll even return your media cartridges! Soundtracks must be original material with no copyright violations. Be sure to include contact information in your package.

You'll need to click on the icons in the correct order. You know you're clicking on the right one if the icon stays displayed against the yellow background. If you see a solid yellow block, you've made the wrong selection and will have to start over. We will draw our winner on December 5, 1996. Check out the contest page at <<http://www.macaddict.com/issues/contest.html>> to see who won.

Demos

Demos give you a taste of the products you've read about or a glimpse of a killer new program. Each month we pick the four hottest demos and give them top billing. You'll find the others in the Demos folder in the Finder. The four hottest demos can be run from either The Disc's front end or from the Finder directly. The other demos must be run from the Finder. Some demos are self-running videos, while others allow you to actually use the product. Those that let you use the product are generally "crippled" in some way. For example, you generally can't save your work, and the program will probably add a "watermark" logo if you print a document.



1. BBEdit 4.0

This new version of the world's best text editor (we've pounded the Unix weenies crying, "Vi! Vi!" into the ground) adds many new features for the Web enabled. First of all, you can now save and read files directly from your FTP server. And as you can see, the HTML tags are colored. (For the programmers among you, BBEdit does this with other languages like C++, too.) Other features, such as AppleScript and a window palette, add up to a winning combination.

grammers among you, BBEdit does this with other languages like C++, too.) Other features, such as AppleScript and a window palette, add up to a winning combination.

2. Tools Plus

Unless you're a programmer, you'll want to skip right on down to the next section. Tools Plus offers programmers a bunch of widgets (resources, libraries, and the like) to add custom interface elements—not just your standard check boxes and radio buttons—to Mac programs. Compiler not included.



3. Eri's Solitaire Sampler

This solitaire standby offers two games—Klondike and Eight Off. The full version offers 17 different games, and each game comes with its own deck of cards. The statistics tell you how long you've been playing, how many times you've lost, and your average playing time. Hint: Eight Off is much easier to win than Klondike, especially since you can't cheat at computer solitaire.



Files

We've created installers for all of the programs in the Files area. If you decide you don't want something you've installed, run an uninstaller to get rid of it. One caveat—we can track the things we put in your System Folder. For system utilities such as Aaron, we delete the extension, but not items that exist outside the System Folder. To run the uninstaller, open an installer from the front end or from the Finder and hold down the Option key—you'll see the uninstall options.

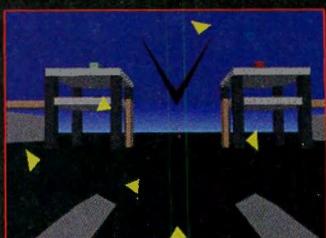


Fun and Games

Avara

Author: Ambrosia Software
Shareware: \$20

Avara is the latest arcade game from Ambrosia software. This isn't your ordinary top-down shooter,



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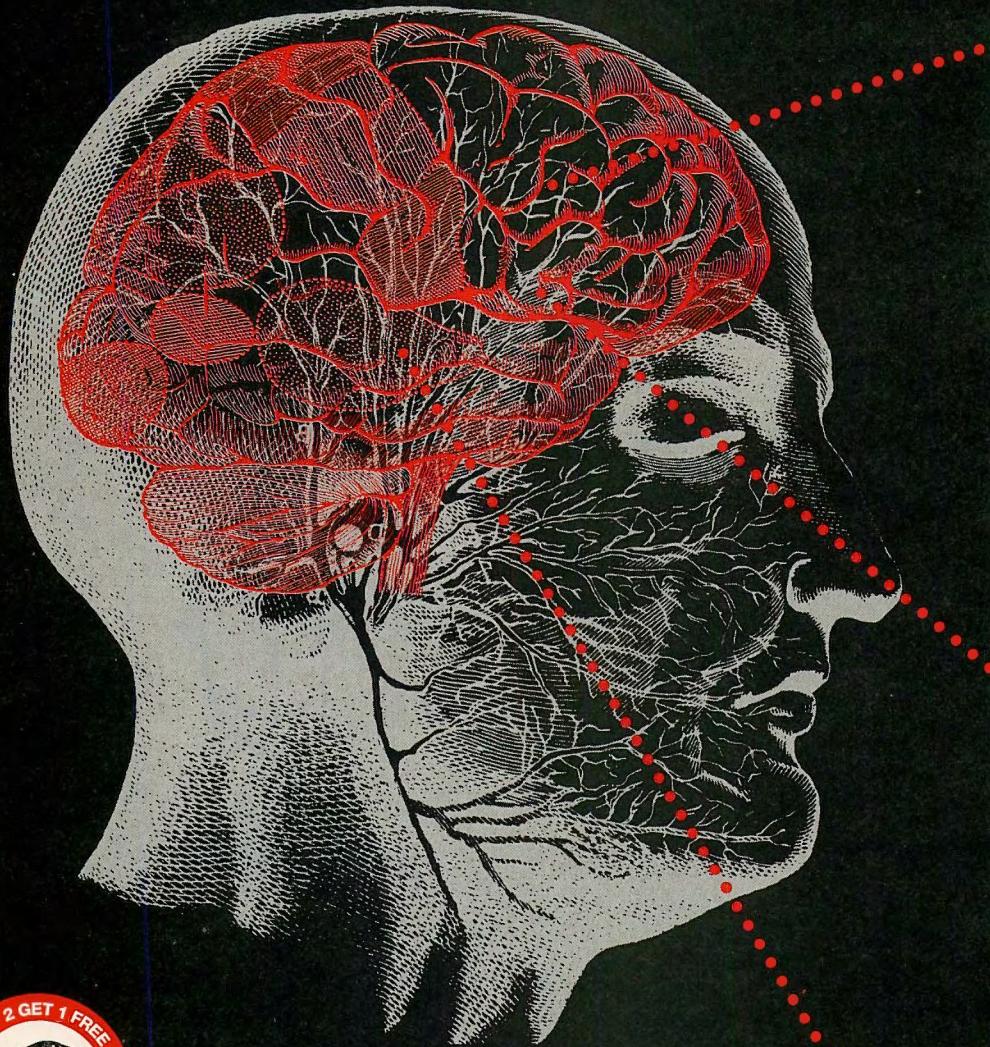
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REFERENCE GUIDE TO MENTAL DISORDERS.



**BUY 2 GAMES AND
GET A THIRD ONE FREE***

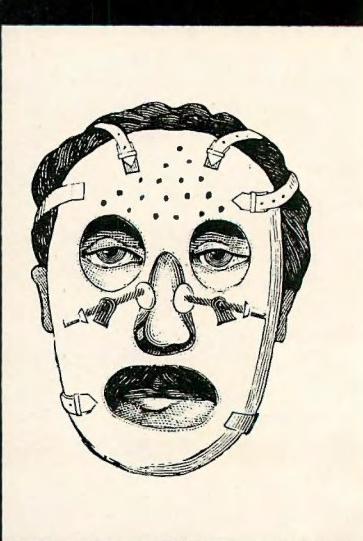
For details on how to get your free game see your local participating retailer or call 1-800-432-3493 ext. M612

G GT Interactive Software
www.gtinteractive.com

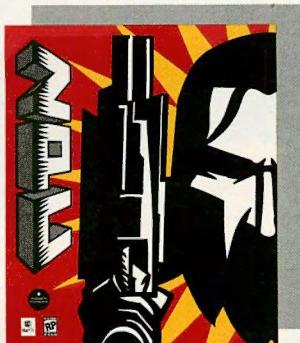


CD-ROM FOR THE MACINTOSH

*Buy any 2 titles on these pages plus the following (not shown): Doom II, Final Doom, Just Me and My Mom™, Just Me and My Dad™, Vikings: The Strategy of Ultimate Conquest, Locus, Ice and Fire and get any title FREE (plus \$6.95 shipping and handling) from the following list: ZPC, Bedlam, "9", SPQR, Just Me and My Dad™, Ice and Fire, Locus. Offer expires January 31st, 1997. Availability dates subject to change. Void where prohibited. Offer open to residents of Continental U.S. Not all games available on all platforms or operating systems. For game ratings, please contact the ESRB at 1-800-771-3772.

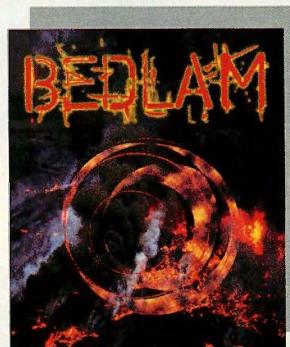


IMPULSE-CONTROL DISORDER:



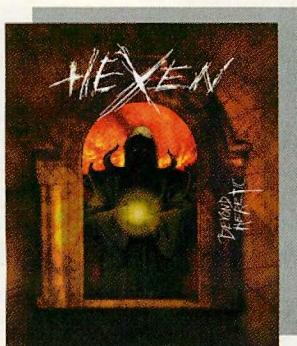
A.k.a. I'll do what I want, when I want. Here we see not just violence but ultra-violence. This intense action thriller places the player in an evil futuristic dictatorship. Recommended treatment: straight jacket and a padded cell.

Episodes of failure to resist aggressive impulses that result in serious assaultive acts or destruction of property.



Pray you never see a case this bad. We're talking 3D, blastfest arcade action. Here the player/patient blows up virtually everything in sight in order to save the Earth. A frontal lobotomy may be in order.

ANTISOCIAL PERSONALITY DISORDER:



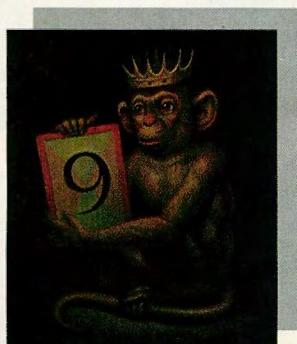
Perhaps the most disturbing issue here is that this is one of the best-selling games of 1995. In order to destroy the treacherous Serpent Rider the player must jump, fly, throw lightning bolts, or even cast evil spells. Physical restraint may be necessary.

A pattern of disregard for and violation of the rights of others.



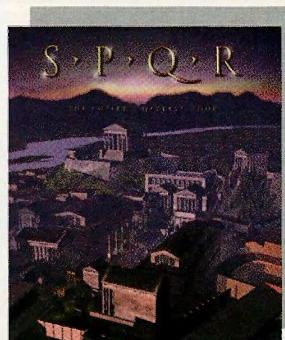
You don't get any more antisocial than this. Non-stop, shoot em-up action with beefed-up graphics and sound that help you blow away demons like never before. Treat with extensive psychotherapy.

DISSOCIATIVE FUGUE: (FORMERLY PSYCHOGENIC FUGUE)



The player is off to the barren artistic retreat of a late eccentric designer, where they must restore the resort to its original grandeur, solving brain-numbing puzzles along the way. The players could be gone for months at a time.

Sudden, unexpected travel away from home or one's customary place of work, with inability to recall one's past.



This is an extreme case. The player not only travels to another place but also to another time. (Ancient Rome, 205 A.D.) An evil plot to destroy the empire is underway and the player must stop it. These people are beyond help.



though—Avara is a full-blown 3D game that feels a lot like *MechWarrior II*. A lot. With immersive sound and more surreal rendering, it would practically be a clone. For all its cartoonlike colors, Avara is very fun to play and has a great physics model.

System Utilities

This month we turn this section over to utilities maven Stefan Anthony, who has a control panel or extension to cure whatever ails you.

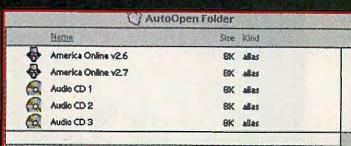
AutoOpen

Author: Steven D. Splinter
Shareware: \$5

AutoOpen is a shareware extension that provides an intuitive way to automatically open applications and perform system tasks when you pop in a CD.

AutoOpen works not only with CD-ROMs but also with other types of storage media—such as floppies and networked volumes. Once installed, AutoOpen creates a new folder named "AutoOpen Folder" in your System Folder. AutoOpen quietly sits in your Extensions folder and watches your Desktop. If a volume is mounted on the Desktop, AutoOpen will check the AutoOpen Folder to see if it contains an alias with the same name as the volume that just appeared on the Desktop. If one is found, the alias (which is pointing to whatever file, folder, or application you specify) is opened.

Confused? Try this: Place an alias of your favorite audio



CD player (Audiodeck in this case) into the AutoOpen Folder, and name it "Audio CD 1". Whenever you insert an audio CD into your CD-ROM drive, AutoOpen will open the "Audio CD 1" alias, which in turn opens Audiodeck. Slick! (Add aliases for Audio CD 2, Audio CD 3, etc. if you listen to many CDs in one sitting.)

NamedFolder7

Author: David Sumner
Freeware

Imagine working in the Finder and you want to create a new folder. If viewing a folder's contents by Name and looking at the top of the window, creating a new folder will make the Finder automatically name it "untitled folder" and place it at the bottom of the list. You have to scroll down, rename it, and then scroll up again.

Bypass this Finder nuisance with NamedFolder7. This freeware utility adds the ability to name new Finder folders.

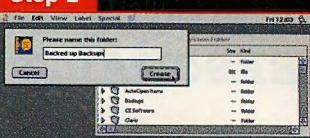
—Stefan Anthony

Step 1



Whenever you select "New Folder" in the Finder's File menu...

Step 2



... NamedFolder7 presents a friendly dialog box allowing you to name the folder before it is made.

This Issue

Here's the deal. Each time you see the disc icon in the rest of the magazine, you'll know to look in this section of The Disc to find shareware, freeware, and demos. Here's how it works. The This Issue screen on The Disc is divided just like the magazine's Table of Contents. So if you're looking for one of the games in the cover story, look for it in the Highlights section. If you're looking for one of the utilities that Owen Linzmayer mentions in the Ask Us column, use the Ask Us installer. To catch a demo of a product reviewed in the magazine, use the Reviews installer.

Highlights

Who won the Macs?



Roberto Muñoz's Acid Column was one of our faves.



Brian Cooper's desktop almost made it.

Turn to page 50 to see who won the custom-painted Macs, then pop in The Disc to see many of the winning entries and contenders from the five categories: Desktop

Design, Web Page, System Sound, QuickTime Movie, and Graphic. Pictured here are contenders from the Desktop and Graphic categories.

OpenDoc

What's up with OpenDoc? David Reynolds talks about the up and coming parts, excuse us, Live Objects, on page 54. Pop in The Disc for the latest versions of OpenDoc, Cyberdog, and third-party objects. Here we're using OpenDoc 1.1 to embed a Cyberdog navigator and C-Graph object into the WAV word processor (Say what? You'll have to check out The Disc to find out). We used art from the Scrapbook to make the graph.



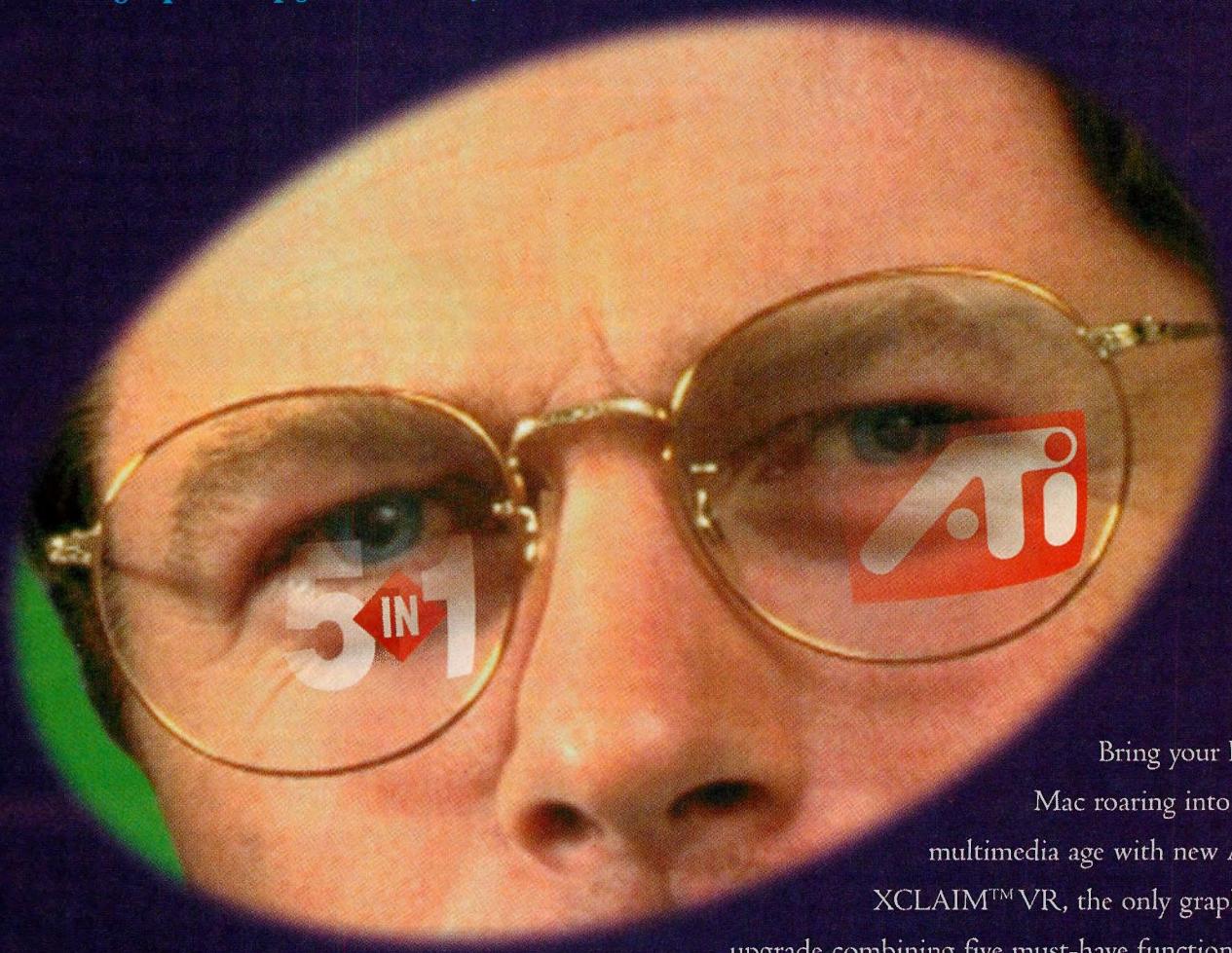
Reviews

This vector-based animation program, FutureSplash, doesn't just make animations. You can export the files for the Web, too. The Navigator plug-in is available for anyone to download so that they can see your animations. The demo of FutureSplash on The Disc features a complete tutorial, so you can really test whether you want it or not.



NEW ATI XCLAIM VR.

It's more graphics upgrade than you've ever seen on **A SINGLE CARD.**



Bring your PCI Mac roaring into the multimedia age with new ATI XCLAIM™ VR, the only graphics

upgrade combining five must-have functions in

one product. **MAC2TV Video Out:** Plug your MAC into your big screen TV for in-your-face, arcade-style game playing and riveting full-screen presentations. **Video In:** Capture frames and QuickTime movies from your VCR



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truly usable, full-screen, full-motion QuickTime video playback. **QuickDraw 3D Acceleration:** See richly textured 3D, rendered at blinding speed, for amazing gaming action and incredible VRML Web browsing.



2D Graphic Acceleration: Get screen resolutions up to 1152x870. See up to 16.7 million

brilliant colors. Turn your PCI Mac into an amazing graphics and multimedia powerhouse with new ATI XCLAIM VR. It's just \$269.* See your dealer today. Or check out all the details at www.atitech.ca.



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Live Wire

This month, instead of a fake browser, we've put in a real browser. Now, before you accuse us of signing a deal with the devil or anything, we'd just like to say that Microsoft's Internet Explorer was the easiest browser to get permission to use in this way. The standard LiveWire Apple News, Update, and Sneak Peak buttons will open those pages in the browser. Because this is a new way of doing things, we still have a few kinks to work out.

You will need to quit Explorer before opening a new link. So

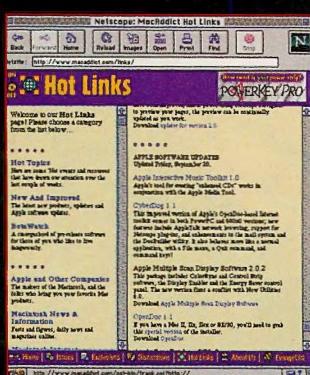


basically, just quit when you're finished surfing in a particular section. There is one caveat: if you don't have enough RAM to run both the "Start here" application and Internet Explorer at the same time, you'll get a -108 error.

The benefit of using this new technology is that in addition to the regular LiveWire fare, you'll be able to get to Web sites from other areas on The Disc, such as the demos, sponsors, and contest screens. And, your computer will no longer crash if you aren't connected—we still need to clean up that sign. So you don't need to freak out about that.

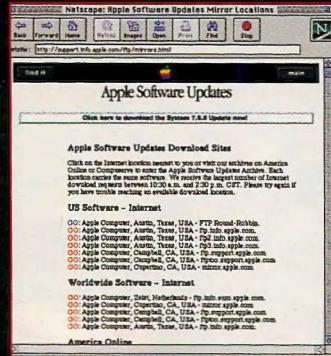
The Web Site

This month, we fearlessly delve into a tricky subject: finding the latest Apple System software updates. As you might guess from poking around the company's many Web pages, Apple Computer isn't a firm believer in centralization, and this is particularly true of its approach to delivering software updates such as the recent QuickTime 2.5, System 7.5.5 Update and so forth.



The quest begins here, but knowing isn't even half the battle.

Apple does maintain its own list of recent software updates, at <<http://www.support.apple.com/pub/NEWFILES.html>>, but this page has the unfortunate flaw of being hosted on one of the download servers. Thus, when the download server is overloaded the page becomes inaccessible.



You may be thinking, "Did the admin post it to five FTP sites or six?" Ask yourself: "Do I feel lucky?" Well, do ya, punk?

In Search Of...

Before you can round up the latest Apple goodies, you first need to discover that they exist. We track the latest Apple software updates in the Hot Links section of the MacAddict Web site, <<http://www.macaddict.com/links>>, with brief descriptions and pointers to a relatively robust download site; you'll find the release-ready software under New and Improved, while public betas and unsupported hacks are relegated to the BetaWatch page.

Apple does maintain its own list of recent software updates, at <<http://www.support.apple.com/pub/NEWFILES.html>>, but this page has the unfortunate flaw of being hosted on one of the download servers. Thus, when the download server is overloaded the page becomes inaccessible.

Search and Destroy—Oops, Install

Okay, so you've found out about a bug fix or cool freebie, and now you want to get it. This is where the fun really starts.

Apple has several FTP servers to distribute software updates, many of which are organized differently or updated later than others. The first server to be updated is usually [ftp.info.apple.com](http://ftp.info.apple.com/Apple.Support.Area/Apple_SW_Updates/US), where U.S. software updates are archived under <http://ftp.info.apple.com/Apple.Support.Area/Apple_SW_Updates/US>.

Even on a good day, this server is slow and overloaded; when a hot new software update ships, its 200 available connections are always maxed out.

Usually, within a day or two the contents of ftp.info.apple.com are replicated on ftptoo.support.apple.com (150 connections), ftp2.info.apple.com (200 connections), and ftp3.info.apple.com (80 connections). While [ftp2](http://ftp2.info.apple.com) and [ftp3](http://ftp3.info.apple.com) suffer from similar problems during peak times, for the most part they're pretty easy to reach—probably because they're not widely known. Oh well, guess we just blew it.

If you're prepared to wait, everything should eventually end up on Apple's dedicated "mirror" site, mirror.apple.com (see under <http://mirror.apple.com/mirrors/Apple_SW_Updates/US>). This server, hosted on a Unix-based Apple Network Server, can support 300 connections, serving up hordes of files from popular software archives such Info-Mac and UMICH without even breaking a sweat.

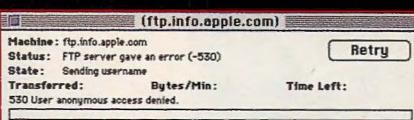
Emergency Measures

So, that's all well and good when you're in no hurry and you're not competing with thousands of rival software junkies. What about those times when you have to get your mitts on the System 7.5.5 update, and so does every other Mac addict in the world?

In times of crisis, Apple will usually solicit help from third parties. Look to the MacAddict site for late-breaking information on these emergency third-party mirrors. Typically, there's also a phone number you can call to order the major update du jour, though Apple sometimes hits you up for a shipping-and-handling fee.

Then there's the commercial online service option. No matter what you think of America Online, you'll be glad the service exists when you avail yourself of its easy-to-use, easy-to-access library of Apple software updates.

Last but not least, you could be patient. Wait a few weeks and we'll deliver the latest system software updates to you on one of our shiny, pleasant-smelling CD-ROMs, just like we are this month. —Mark Simmons



Take a moment to bang your head against the wall, then try, retry again.

3 OUT OF 4 GAME CHARACTERS SURVEYED

would rather humiliate and destroy you while playing on a MAC with an

ATI XCLAIM VR graphics upgrade.



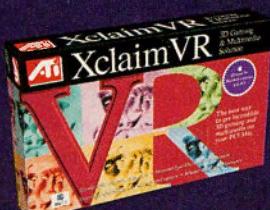
And that's just
because that one last
QuickDraw 3D game goon hasn't
seen what this sucker can do. How its

MAC2TV feature lets you plug your Mac right into your TV for the ultimate big screen spine-chiller that blows away arcade games once and for all. How its new ATI 3D technology breathes life into everything on screen. With



face-blasting speed, butter-smooth 3D detail and full-screen QuickTime video. Oh ya, just in case your left brain demands some sensible reason to run right out and get one, XCLAIM™ VR does mean business apps, too. And in-your-boss's-face big screen presentations. And video capture from camcorders and VCRs. And VR on the Web. And because it's really five upgrades in one, you get more performance and features than a Power Mac 8500. On the other hand, XCLAIM VR costs just \$269* so chill out! See your dealer, or see more about it at www.atitech.ca.

MAC2TV



NOW YOU SEE IT.™



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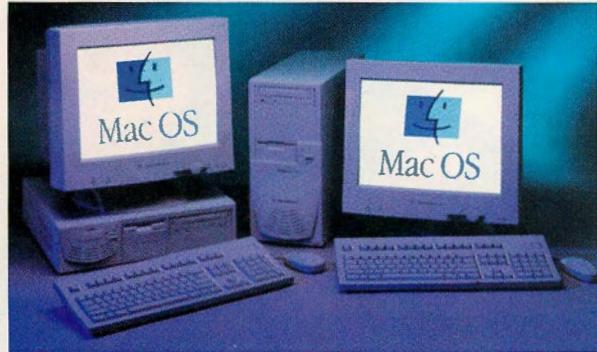


get info

get info

News, trends, and other very valuable information that you will want to know.

Motorola Macs: License bears fruit



KING KONG CLONES! StarMax counts on Motorola clout.

PUTTING ON PRESSURE

While Motorola is looking for high-end, small office, and corporate users, UMAX is taking on Power Computing for the title of Cheapest, Fastest Mac. By adding a 225MHz 604e chip to its SuperMac S900 and pricing it at \$4,495, UMAX is putting pressure on Power Computing to raise the megahertz or lower the price on its Mac products. With a speed that only the computer industry can muster, Power Computing will probably respond within a few months.

This is an example of why the licensing of the Mac OS is good for those who buy Mac. With four Mac manufacturers in the market, the revered-by-capitalists market force of competition starts to work in favor of purchasers by driving prices down, performance up, and new technologies forward. Apple has long needed some competition to keep trim and fit. It's like exercise in that regard; it's painful to do, but it works wonders when done regularly. —DR

to the PowerTower Pro line) will—if the pager, phone, and PowerPC company gets its way—create Mac inroads into the corporate world and push Mac clones into China's expanding market.

Motorola, gambling on its reputation, its new PowerStack II servers, and its five-year warranty, will try to push StarMax Macs onto corporate desktops as part of a "total solution" combining PowerStack II servers (running Windows NT 4.0) and StarMax clients. By presenting corporate buyers with packages, Motorola hopes that the Mac will become more attractive to them.

Motorola has lined up numerous distribution deals, so getting your new StarMax shouldn't be a problem. Look for StarMax computers to start appearing in catalogs, retail outlets, and in China. That's right. Motorola will also court the rapidly expanding Chinese market via a distribution deal with Panda Electronics, a well-known Chinese electronics company.

In addition to making its own line of computers, Motorola also has the right to sublicense the Mac OS and the motherboard designs to other companies (see "Mail-Order Macs?"). This may also expand the clone market. Vendors will be able to sell Mac compatibles without having to deal directly with Apple.

One of Motorola's mantras in the quest for a larger Mac market is "low cost, high volume." For the most part, the StarMax line is pretty standard for Macs, including either a 603e or 604e processor running at 160 or 200MHz, 16 or 32MB of

Besides becoming the 800-pound gorilla of the Mac clone world overnight, Motorola had other goals when announcing two new Macintosh-compatible computer lines in mid-September. The StarMax 3000 line (roughly equivalent to Power Computing's PowerBase line) and the StarMax 4000 line (roughly equivalent

RAM, three or five PCI slots, a 1.2 or 2.5GB hard drive, a 256K L2 cache, and an 8X CD-ROM drive. StarMax differs from the Mac standard with its philosophy of cutting costs while still creating high-volume products. The StarMax line is based on the Morocco/Tanzania motherboard, codesigned by Apple and Motorola for use by Motorola and its sublicensees. This design has only three DIMM slots, putting maximum RAM at 160MB. The processor is soldered to the motherboard (another cost-saving feature), so it can't be upgraded later. Video output for the Motorola Macs is via an SVGA-only port. If you want to use your Apple monitor with your StarMax, too bad. You'll have to buy a \$15 adapter to do so. In a bow to lower-cost alternatives, the StarMax design includes ports for PS/2 keyboards and serial mice (in addition to standard ADB ports), and in a bow to lower industrial design costs, StarMax cases are inexpensive, reminiscent of PC designs.

Not that Motorola believes that the StarMax lines are cheap. On the contrary, the company offers a five-year warranty as a standard StarMax feature: for the first year, Motorola offers on-site support; for the second and third years, the company provides a return-to-depot policy; and for the fourth and fifth years, the company provides a return-to-Motorola repair policy. Also included is 90 days of telephone technical support. This is, hands down, the best warranty in the business. StarMax prices range from \$1,595 (street) for a low-end 160MHz 603e-based Mac to \$3,595 for a high-end 200MHz 604e-based Mac. These prices compare well with similar Power Computing Macs.

Can Motorola increase Mac market share? Maybe. The company believes that the combination of NT servers and Mac-compatibles on the desktop will help gain corporate ground, but that's never been a big market for the Mac, and it will probably never be much larger than it is now. Best of luck, Motorola, but we remain skeptical. As for home users, the StarMax prices are good, the warranty is great, the performance is strong, so why not buy Motorola? The company has kept its end of the bargain by providing low-cost Macs; it's just waiting for high volume. —DR

BUST A MOVE!

System 7.5.5 is Here!

Buggin' out at System 7.5.3? Pop in The Disc and install the latest version of System software: version 7.5.5 (code named "Son of Buster"). What happened to System 7.5.4 that we wrote about last month? Fortunately, Apple discovered a last minute bug, er... feature, that shouldn't have been there. In keeping with their saner naming scheme, it bumped up the version number to 7.5.5.

This update improves the reliability and performance of all Macs running system software version 7.5.3. If that's the version you've got, update it. If you're running any other System 7.5 flavor, you have to run the System 7.5 Update 2.0 (also on The Disc) first.

Using System 7.5.5, we found that virtual memory worked almost as well when turned on as when turned off. If you use OpenDoc, we recommend using virtual memory. If you're a regular virtual memory user, you'll note that it's much faster to launch memory-hungry programs and switch between large applications or programs.



This update also eliminates the cause of one Type 11 error. (We found that after installing the update, Netscape Navigator 3.0 crashed with Type 10 errors in the same places it used to crash with Type 11 errors. We suspect some fancy subtraction routines are involved.)

You will find that programs use slightly more memory—23K. So if a program tells you that you don't have enough memory, give it more RAM by selecting the application, pressing Command-I to open the Get Info box, and up the amount of RAM by exactly 23K in the Preferred size box. —KT

MAIL-ORDER MACS?

If you saw the Michael Keaton film "Multiplicity" over the summer, you'll be ready for the newest kid on the Mac clone block—APS Technologies. The company is sublicensing the Tanzania board from Motorola and will ship clones—labeled M-Power—that are almost identical to Motorola's new StarMax line. Clones of clones, so to speak. The M-Power Macs will use the same motherboard, components, and case as the StarMax line. The only differences between the two clone lines are front panels and prices.

This is where things get good. The M-Power line will have four offerings, all based on the 603e chip (except for the high-end tower, which uses a

604e chip). The first is a build-your-own-Mac system for \$995, which has no CD-ROM drive, no hard drive, and no RAM. Although this sounds funny at first, it's a boon for those who already have some (or all) of the components and want to upgrade, or those who may not need certain features (such as a floppy drive or CD-ROM drive). This allows you to custom-configure your system by buying only what you need.

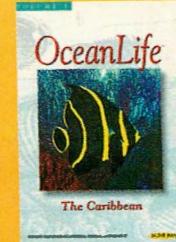
The three other configurations are pretty standard, all shipping with 8X CD-ROM drives, keyboard, mouse, and floppy drive. Here's exactly what they offer:

- For \$1,399, you get a desktop 160MHz 603e with 16MB of

RAM, 1.2GB hard drive, and 1MB of VRAM.

- For \$1,599, you get a desktop (or tower, for a little more

EYEBALL THE ICONS AND WIN SUMERIA LOOT



get info

Not long ago, the only things that appeared in the Mac's menu bar were the names of the menus in text, bracketed between the icons for the Apple and Applications menus. Now the space between the right-most menu and the Applications menu icon is crowded with icons, each hiding its own little menu. Match the following icons with the extensions and control panels that place them in the menu bar to win Sumeria's Oceanlife series. Submit your entry by December 10, 1996 to our Web site or "Menu Quiz," MacAddict, 150 North Hill Drive, Brisbane, CA 94005.

- | | | | | |
|----|--|----|--|----------------------|
| a. | | f. | | 1. Apple |
| b. | | g. | | 2. Application |
| c. | | h. | | 3. Balloon Help |
| d. | | i. | | 4. Conflict Catcher |
| e. | | j. | | 5. Magic Menu |
| | | | | 6. MS Office Manager |
| | | | | 7. Now Contact |
| | | | | 8. OSA Menu |
| | | | | 9. QuickKeys |
| | | | | 10. WebQuick |

order source for peripherals, APS has long had a hankering for making Macs but has been unable to come to a Mac OS

APS clones Motorola's Mac clones

money) 200MHz 603e with 16MB of RAM, 1.2GB hard drive, 256K L2 cache, and 1MB of VRAM.

- For \$2,599, you get a tower 200MHz 604e with 24MB of RAM, 2.5GB hard drive, 1MB L2 cache, and 2MB of VRAM.

Any M-Power Mac can have any product sold by APS added on when purchased, and all ship with a one-year warranty covering parts and service. Long known as a mail-

licensing deal with Apple. Through Motorola's licensing agreement with Apple, APS will achieve its dream and become the first sublicensee to produce Mac clones. Because over half of APS' revenue comes from corporate customers, the M-Power Macs might make business desktops. At press time, APS was set to ship the new M-Power line on November 15, with M-Power Macs available in quantity by January. —DR



FIND
SYSTEM.
7.5.5 in the
software
updates
section of
The Disc.

NEW

get info

DANCER

(PaceWorks: 415-655-0900;
<http://www.pacworks.com>; \$445 (srp);
ships by the end of 1996)

The agile Dancer lets you combine elements from popular programs, such as Photoshop, Director or LightningDraw, into an animated presentation complete with sound. Animations can be saved as GIF89, QuickTime movies, and Java applets. Dancer takes advantage of TrueType GX, so animators have access to high-end effects.

PHOTOPC 500

(Epson: 310-782-0770;
<http://www.epson.com>; \$499 (street);
ships November)

The PhotoPC 500 is smaller and stores more images (30 high resolution; 60 standard resolution) than its predecessor, the PhotoPC. An optional PC card allows you to take 100 high resolution images and 200 standard resolution images. Other goodies include: an optional LCD display for viewing images, improved sharpness, and red-eye reduction.

D-200L AND D-300L

DIGITAL CAMERAS

(Olympus: 800-847-4027; <http://www.olympus.com>); \$599 and \$899 (street);
ships October and November)

These two small, lightweight cameras offer 24-bit color, an LCD display that can be turned off to extend battery life, auto-flash, auto white balance, and red-eye reduction. The D-200L stores 20 high-quality images and 80 standard ones; the D-300L stores 30 and 120 images respectively. The D-300L also includes auto-focus.

LIVE PICTURE XT

(Live Picture: 800-724-7900;
<http://www.livepicture.com>; \$149 (street);
ships October)

Use Live Picture XT to position, crop, zoom, and rotate high-resolution images in QuarkXPress without sacrificing image quality. You can also use Live Picture XT to create color separations in QuarkXPress and to sharpen images after you determine the final image size.

FOR THE MAC

Ask Guy

The Number One Mac Evangelist

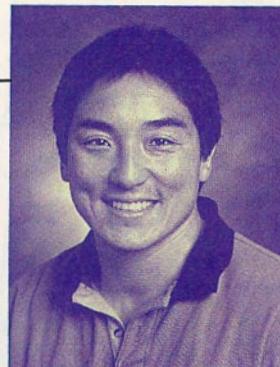
Q. I'm tired of gray, beige, and ivory being the only colors Macs come in. Why can't Apple offer its computers in other hues? —Bored with Beige in Lawrence, Kansas

A. What do you mean? PowerBooks are black. And a few of them were even flame-colored.

Q. I just went over to a friend's house. He has Win 95 on a new IBM clone. It seemed so much better than my dear PowerPC. Tell me that it is all superficial and that Mac is still the best. —Jup

A. "It is all superficial and Mac is still the best." Next time you go over, take a hybrid CD-ROM and try to use it on his machine. Then write me back.

Q. I'm in the process of convinc-



ing our systems guys where I work to let the DTP group switch to the Mac OS. We've got everything in place, aside from the proof that the Mac has the larger percentage of the marketshare in the DTP industry. I've searched all over the Web, but cannot find a site with actual percentages. Not even Apple could help. Do you guys know of any such sites? If so, please e-mail the URL to me as soon as you can. —Kirk Hiner

A. Unless you're a business publication trying to prove that Apple is going out of business, it's very difficult to provide

exact numbers. It depends on how you define DTP. If it's high-end publishing, we probably have 60 percent market share. If you want to try an interesting poll, go ask any commercial printer what percentage of their color pre-press files are Macintosh. You'll find it's about 85 percent. Some printers, in fact, charge more for handling Windows files. Anytime you want more information about Macintosh and publishing, come to <http://www.evangelist.macaddict.com/market_publishing.html>.

Q. So you think you're Mac Addicts, huh? Well, pop-quiz hotshots, what does Mac stand for? Yeah, I know it's an abbreviation for Macintosh, but I just thought the following was neat: MAC=Most Awesome Computers. —Chris Doorley

A. Take your pick: Mavens Always Choose or Morons Always Criticize.

Open Transport Demystified

What do you do when you've developed one of the most network-friendly computers in history? If you're Apple, you start over to make it better. Open Transport is a ground-up rewrite of the Mac's networking software. And with so much attention focused on the Internet, it couldn't have arrived at a better time. The Mac's original TCP/IP software, MacTCP, was integral in getting Macs onto the Internet early. But it placed strict limitations on the number of simultaneous connections a Mac could accept. Furthermore, MacTCP's interface is relatively clumsy, and requires you to restart before new settings can take effect.

Open Transport is fully PowerPC-native, and allows Apple to add new protocols easily. For example, Open Transport has already been demonstrated running IPv6, the next generation

of TCP/IP. Changes can be made on the fly and configurations for different Internet Service Providers can be saved and even exported for use on another Macintosh. Apple is using Open Transport to develop its first homegrown PPP client software for the Mac. Eventually, Open Transport will also provide multihoming, the ability for a Mac to be on two separate networks at once.

Say you're not wired yet? That's OK. Open Transport can even help those using good old AppleTalk, the Mac's native network protocol. Technoweenies can easily see all the numeric address information that AppleTalk normally hides, and a simple pop-up menu lets you switch AppleTalk support from your printer to modem port. The latest version of Open Transport is 1.1.1.—Ross Scott Rubin

**Play solo...or go on
the Internet and kick the crap
out of snotty PC owners.**



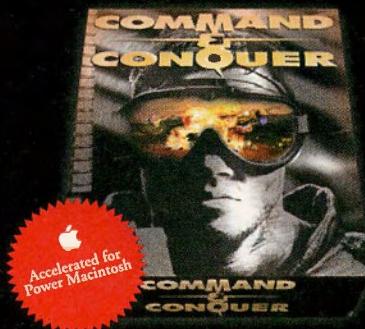
COMMAND & CONQUER

The strategy game that redefines Macintosh gaming.

OVER A MILLION UNITS SOLD WORLD-WIDE.



Over 40 missions
on two CD-ROMs



Accelerated for
Power Macintosh



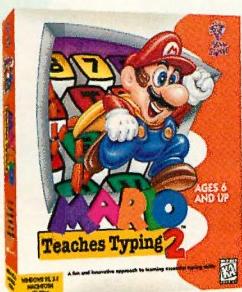
Dozens of close-ups
and action movies

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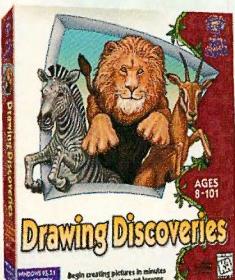
*More than fun and games,
skills to last a lifetime!*



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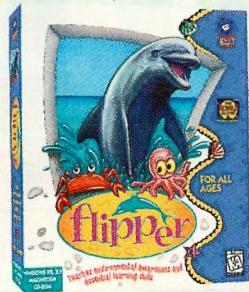
National Parenting Center Seal of Approval



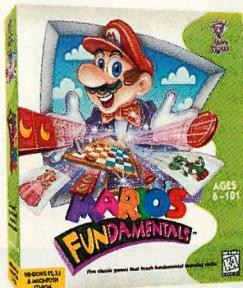
Drawing Discoveries

Begin creating pictures in minutes with 12 step-by-step art lessons

AGES 8-101

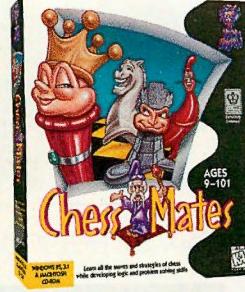


Based on the Major Motion Picture



AGES 8-101

The classic game that teach fundamentals

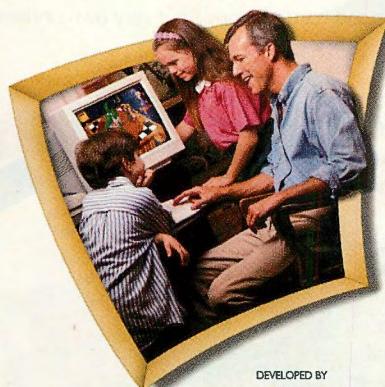


Endorsed by the US Chess Federation

Introducing **Brainstorm**, a new line of software titles that are not only fun and entertaining but also stimulate children to think and to discover! With **Brainstorm**, your kids will experience exciting ways to enhance their logic and problem solving abilities, build their self-esteem and stimulate their creativity. But they'll be having so much fun, they won't even know they're developing skills they'll use forever.

The fun starts with Mario in **Mario Teaches Typing 2** -- the sequel to the bestseller that teaches essential typing skills in a fun and innovative way. Then, in **Chess Mates** --exclusively endorsed by the U.S. Chess Federation -- animated characters will have kids mastering the intricacies and strategies of chess like the fork, skewer and pin in over 60 fun puzzles. With **Drawing Discoveries**, those who thought it impossible will learn to draw in minutes with step-by-step lessons that can turn anyone into an artist. With **Mario's FUNDamentals**, your kids get five classic strategy games that teach fundamental learning skills. And in **Flipper**, the world's smartest dolphin will lead kids on adventures sure to inspire a sense of wonder about the world around them.

At **Brainstorm**, we know that games can be much more than just fun. Now, they can reward your children for life.



So much fun, they won't know they're learning!

LICENSED BY
Nintendo®

DEVELOPED BY
Stepping Stone
BUILDING SKILLS FOR LIFE

THE BUBBLE FACTORY

Mac™ OS

Windows™
95 COMPATIBLE

Designed for
Windows 95

KIDS TO ADULTS
KA
AGES 6+

$E=mc^2$
A+
BRAIN STORM™



cravings

Six sweet indulgences to tempt your digital fantasies.

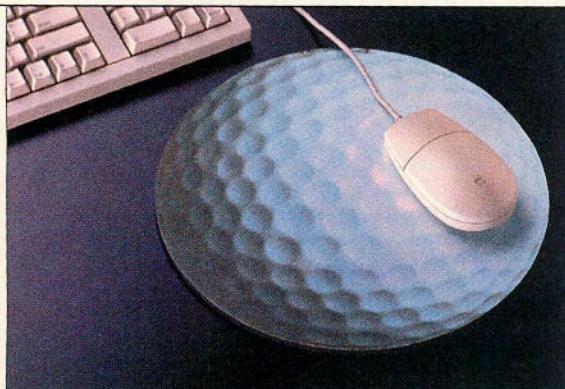
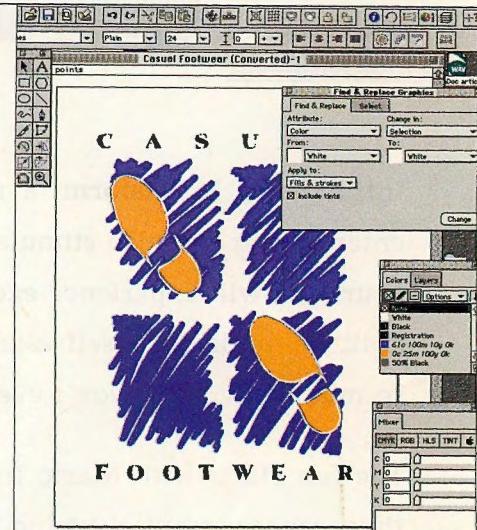
FreeHand Graphics Studio

Macromedia

Go to seven. Go directly to seven. Pass six. Hopefully collect lots of dollars. Macromedia must have pulled this card off the top of the Community Chest pile when thinking about the new version of FreeHand. Being the upstanding board-game players they are, Macromedia's team dutifully followed directions and produced FreeHand 7.0 as part of the FreeHand Graphics Studio. (Don't bother looking for Freehand 6; it never made it to Go.) The new FreeHand hopes to ride the Web wave by including Shockwave support. FreeHand can also embed URLs and can export to GIF,

SOFTWARE SO GOOD IT SKIPS A VERSION NUMBER

JPEG, PNG, and Acrobat PDF file formats. FreeHand 7 also offers better autotracing, a powerful graphics and text search engine, and a bevy of other new features. If your thimble lands on the Macromedia square and you pay the \$449 rent (street price) for Graphics Studio, you'll also get xRes 3.0, Extreme 3D 2.0, and Fontographer 4.1. To learn more, call 800-457-1774 or go to <<http://www.macromedia.com>>.



MD-4000

Alps

You've run out of addresses. Your power strip can't take one more cord. If you send out the wrong mental vibrations, your system will go down in a cloud of burning smoke. But before you enter that 12-step SCSI junkie program, consider extending your peripheral habit with the Alps MD-4000 scanner/printer. It only takes one SCSI address and one socket on your power strip. Besides those all-important features, the MD-4000 also offers 600 dpi TWAIN-compatible 24-bit scanning and 600x600 dpi color printing (or 1200x600 dpi black-and white printing). With its new Micro Dry ink system, the MD-4000 delivers

rich, near-photographic quality prints that won't fade, smudge, or run if you get them wet, and it delivers all this on regular 20-pound bond paper—no special ink-jet

THE LITTLE PERIPHERAL THAT COULD

paper to purchase. The MD-4000 is also capable of printing overheads or doing metallic color printing. At \$6.60 for regular ink cartridges and \$8.99 for metallic color cartridges, buying ink won't break you. And the MD-4000 won't break you either with its \$699 list price. For more information, call Alps Electric at 800-825-2577, or go to <<http://www.alpsusa.com>>.

Mousepads

Computer Rascals

Those wacky Computer Rascals have developed a Mac accessory that makes a statement about the human condition. They're cheesy. They're ballsy. They represent the perfect balance between heaven and earth. And best of all, they're only \$14.95. The round Computer Rascals mousepads come in seven different

CHEESE FOR YOUR MOUSE.

varieties. There's a pizza pad, five different ball pads (including a golfball, a soccer ball and a basketball) and a yin-yang symbol. Computer Rascals' mousepads are similar in construction and feel to existing mousepads; it's their appearance that makes them nifty. Since they're round, Computer Rascals Mousepads also make an ideal indoor, Frisbee-like flying disc when your Mac isn't powered up. They're furniture- and window-safe, and easy on those delicate breakables (provided you don't chuck them too hard). To buy your very own under-mouse statement, call 800-545-6721.



Flight Sim Cockpit

Thrustmaster

Gued to the tube during the Gulf War dogfight sequences? Bummed because you missed out on the glory of air combat? Can't find your Mac's joystick through the teetering stacks of "Soldier of Fortune" magazine? Tired of people calling you a war monger? Thrustmaster's Flight Sim Cockpit (modeled after an F-16C cockpit) can help with the first three problems; you'll have to take the fourth up with your recruiter. Made of medium-density fiberboard tough enough to withstand a direct hit from an AIM-120 (or an angry two-year-old), the Flight Sim Cockpit has room for a computer, monitor, and flight simulation controls (such as joysticks and foot pedals) galore. The prices add an extra touch of realism. The basic cockpit is

\$695, but you can add so much more. There's a fiber-

glass external shell with "appropriate decals", such as Danger:

Ejection Seat and Rescue (\$975), seat pads (\$199), a shoulder harness (\$99),

and a ladder (\$149). Total price: \$2,117. You still need to add your own joystick. Fortunately, Thrustmaster also sells flight controls, such as the FCS Mark 1 joystick (\$149.95), the RCS rudder pedals (\$149.95), and the WCS Mark 1 throttle (\$99.95). Total price: \$2,516.85. A bargain by Pentagon standards. To take to the skies, contact Thrustmaster at <<http://www.thrustmaster.com>>, or call 503-615-3200.



cravings

NO NEED TO ENLIST... YET



Starter Kit

PhotoDisc

You've got an idea for a graphic, but you're no photographer. You don't even play one on TV. Cover up your feelings of inadequacy and find that perfect image with the PhotoDisc Starter Kit. This is your gateway to a cornucopia, nay, a veritable plethora of images. The Starter Kit includes the 236-page PhotoDisc Resource Book 2 and the 286-page PhotoDisc Resource Book 3, each with more than 4,000 thumbnails of PhotoDisc images.

The kit also includes corresponding CD-ROMs with all of the same images in a low-resolution

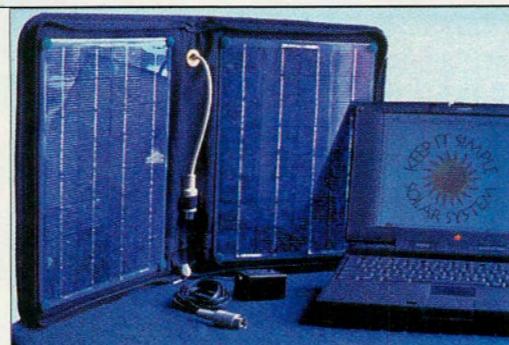
THE DISCS WORTH 8,000,000 WORDS

format (150K image size), a built-in search engine, and a bonus of 10 free, high-resolution (10MB) images on each CD. If you see an image that you want but don't have the high-resolution version, no problem. You can go to the PhotoDisc Web page, purchase the image, and download it right then. Besides, the books make great coffee-table publications if you want to class up your place a bit for only \$39, which gives you a \$39 credit toward your first purchase of one of PhotoDisc's CD-ROM collections. For more information, call PhotoDisc at 800-528-3472, or go to <<http://www.photodisc.com>>.

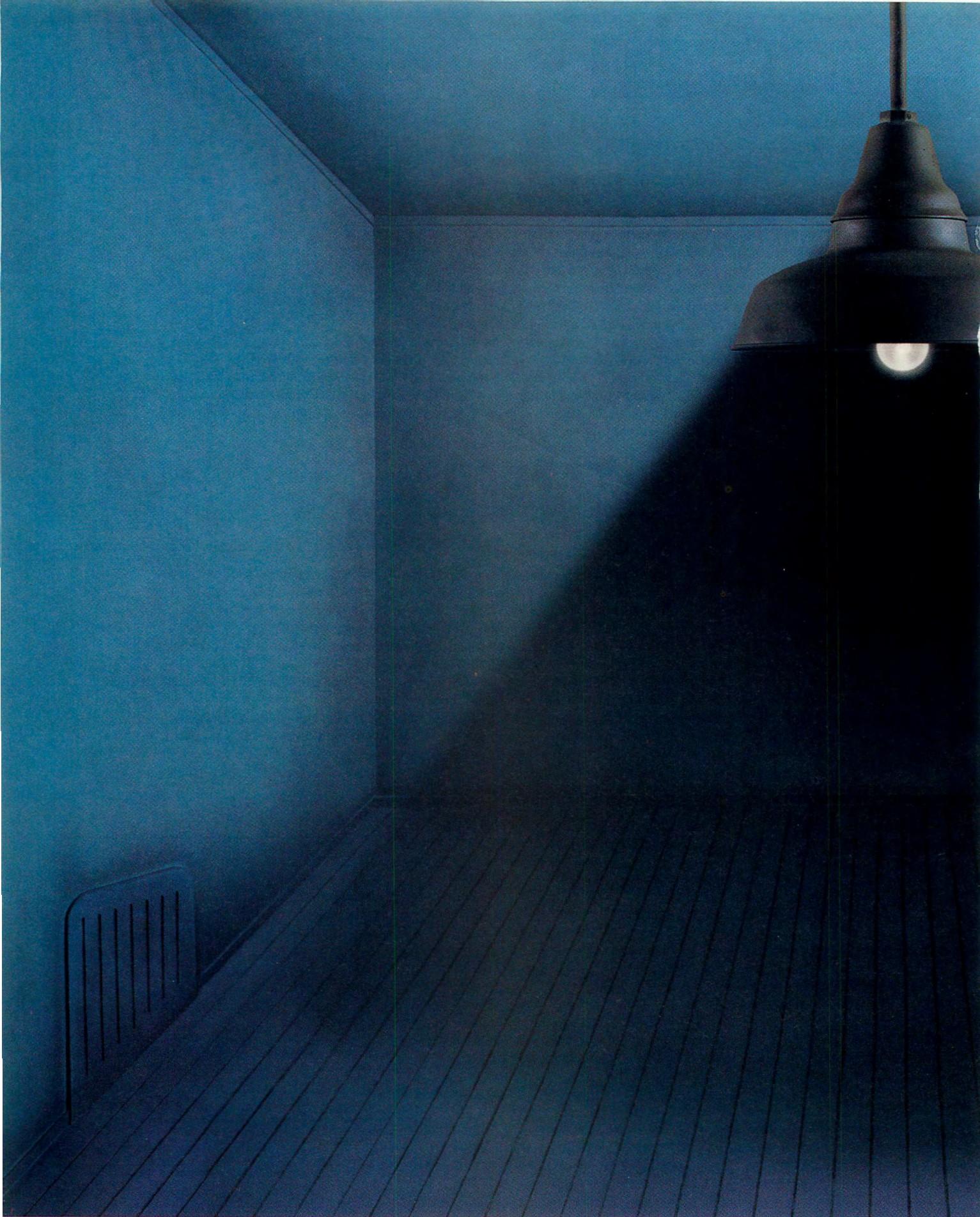
Solar Systems Mercury II

Keep It Simple

So here's Sir Edmund Hillary on the slopes of Mt. Everest, about to summit for the first time in history. But first things first. Hillary pulls out his PowerBook 5300 (which doubles as a space heater) to play a game of Tetris, brazenly ignoring the operating specifications that say a Mac shouldn't be operated above 10,000 feet. He pushes the power button, waits for the familiar chime, and... nothing. His final battery has run out. Discouraged, Hillary turns back, never to climb again. History is altered, eventually leading to New Zealand's conquest of the Western Hemisphere in an odd twist involving wool production and national pride. Had Hillary forked out an extra \$395 and taken the Mercury II solar power system to the mountain, the rest of us would have been spared the pain of learning a new national anthem (except for those in New Zealand, of course). The Mercury II provides enough power (in decent lighting conditions) for any PowerBook, and charges batteries at half an AC outlet's capacity. The Mercury II has an expected life span of at least 20 years, and it can also power over 100 other portable computers (as well as acting as a station for charging cellular phones, camcorders, and radio equipment). Keep It Simple Systems can be contacted at 800-327-6882, or at <<http://wildwestweb.com>>.



ACCESSORIES FOR THE POWER-HUNGRY



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O B S I D I A N.TM



The HARD

ESCAPE

EVERTHING YOU NEED TO ROCK YOUR WORLD, OR ANY WORLD FOR THAT MATTER!

by Kathy Tafel

Photos by Aaron Lauer

Everyone knows that killing an alien with your bare hands is virtually impossible. Even when you're armed with a Mac, taking down ET can be pretty tough. But when your Mac is primed for ultimate gaming destruction, not only will your gun fire more bullets faster, your victim's blood spurt darker and higher, and your world seem dangerously larger, but the overall experience can be literally... killer.

g

amers who want to get the most out of shoot-'em-ups such as Marathon, MechWarrior II, and Havoc can beef up their Mac arsenal enough to make the Windows geek down the

street choke on his Perrier. Sure, Gates' goons get to sweat over hot PC-only titles, such as Duke Nukem and Quake, but Apple is fighting back by finally giving developers the free code libraries, aka Sprockets, they need to keep up in the cut-throat gaming arena.

As more and more fast-paced click-and-shoots, epic adventures, and simulators become available for avid (or is it rabid?) Mac gamers, you'll want to be super-equipped to experience the mayhem to the fullest. You need the ultimate gaming machine. Here's how to get it.

PUMP UP THE BASS

Yes, you can play solitaire on any Mac going back to the 128K. To play today's 3D, real-time games, though, you'll need a heftier machine. First of all, you absolutely must have a PowerPC-based Mac. A game environment that is built on the fly, such as Marathon, requires the number-crunching brawn of the PowerPC. And any game that promotes itself as "real-time," as opposed to turn-based (such as Warcraft), needs it, too, to be very responsive. In fact, the only things that tax your Mac more than these games are real-time video and audio-editing programs—the ones that professionals use.

This is not a load of bull tinky devised to get you to spend lots of money. You really do need this much horsepower to get the most out of the latest games. It used to be that only high-end workstations could display 3D graphics. To get the 3D, realistic look in a game, the scenes all had to be prerendered, stored on CD, and then displayed in a somewhat static fashion à la Myst. The way things are today, that genre of game has prerendered scenes, plus full-motion video up the wazoo, and comes on six CDs. While generally gorgeous with good story lines, these games aren't exactly immersive or responsive, because so much has to be loaded off the CD-ROM. (We won't even talk about the quality of acting in most full-motion video games.)

The other way to build a gaming world, the way now in fashion, is "on the fly." Rather than prebuilding a world and storing it on CD, the developer stores the

description of a world inside the game application, and your Mac builds the world every time you play the game. This stresses your machine to the limits—it must render a world (which consists of making polygons and shading them), and at the same time remember where you are in the game (to send computer opponents to waste you), show the action on the monitor, and have great "splat" sound effects. Developers can do one of two things when creating these games: First, they can make these games faster on lower-end machines (for example, 68K Macs) by literally cutting corners. Games look less realistic because the computer can't calculate the shapes and textures of as many polygons as a PowerPC-based Mac can. Alternately, developers can make the games so that they require a PowerPC chip to even run.

Why is the PowerPC such a kick-ass game chip? For one thing, it was specifically designed to do floating-point math really fast, and floating-point math is the basis of making 3D shapes. Floating point refers to decimal numbers such as 396.21352. Integer math uses whole numbers such as 2+2=4. Before the PowerPC, it was a lot harder for developers to use floating-point math and still create programs that ran respectably. They just couldn't do 3D rendering, much less run a 3D game, on a 68K machine that didn't have a floating-point coprocessor. With the PowerPC they can.

Although you can upgrade an older Mac with a PowerPC card, we strongly recommend buying a new machine, as it offers advances in the audio and visual circuitry that you just don't get with the card alone. And while you're at it, be sure to get the Level 2 cache for the extra speed boost.

With that said, what would our dream gaming machine be? Well, we'd start with a Performa 6400/200: This gets us a superfast 200MHz 603e processor, a 256K Level 2 cache, and an expansive 2.4GB hard drive. To that, we'd add an AppleVision 1710AV display and an ATI XClaim VR card. Turn the page to see our ultimate gamer's Mac.



Happy, Happy Joy, Joy

hardware

A joystick not only is fun to drive but also frees you from having to memorize key commands.

For years Mac gamers have avoided using peripheral controllers. Sorry, folks, for a truly immersive experience, get a joystick.

ThrustMaster

503-615-3200;

<http://www.thrustmaster.com>

Thrustmaster takes the cake for sheer luxurious feel in its line of sleek, black controllers. The flight simulator and racing car controllers make it feel real. And if you have an extra couple hundred dollars to spend, check out the flight sim cockpit in Cravings (page 30) this month. (Unfortunately, the switch kit is PC only.)



CH Products

619-598-2524; <http://www.chproducts.com>
Slightly more affordable, CH Products' FlightStick Pro is a perfectly acceptable controller, if not as flashy as the ThrustMaster. You'll need big hands, though, to get around the FlightStick.

Gravis

206-881-5705; <http://www.gravis.com>
Gravis' products are not the most luxurious. However, they all work as promised and are far less expensive than their upscale cousins. Gravis has recently updated its line to include the Firebird, a 13-button controller that works with both action games and flight sims. An optional adapter lets you add PC rudder pedals.



MacALLY

800-644-1132; <http://www.macally.com>
We really like the feel of the Batwing, compared to the GamePad. This controller looks a lot like the Pippin's but can attach to a real game machine. The joystick also adds a few handy touches, such as suction cups on the bottom to keep it from moving as you save the universe.

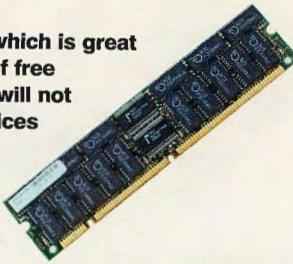


ChoiceStick

302-456-3026; <http://www.kernel.com>
If you just can't wait for a controller for another platform to come to the Macintosh (if ever), get the ChoiceStick adapter for either PC hardware or console controllers.



The Performa 6400 includes 16MB of RAM, which is great because many games require at least 8MB of free RAM. Even then, some leading-edge games will not run as smoothly as you'd like. While RAM prices are so cheap, buy as much as you can. With 32MB you'll rarely bump your head.



If you really want to go game crazy, get an extra 1GB hard drive or be prepared to allocate some of the 2.4GB drive that comes with the Performa 6400 to games. Either way, create a 650MB partition with a utility like FWB's Hard Drive Toolkit. Copy your current favorite CD-ROM-based game to that partition—the game will run faster. Remember to rename the partition the same as the CD.*



All new machines include an 8X CD-ROM drive. You really need only a 4X drive.

To play online multi-player games, you'll need network support, which means a 28.8Kbps modem and an Internet connection.



Make sure that your keyboard, like the one that comes with the Performa 6400, has a keypad and arrows in a T shape rather than in a straight line—this arrangement makes it easier to play games.

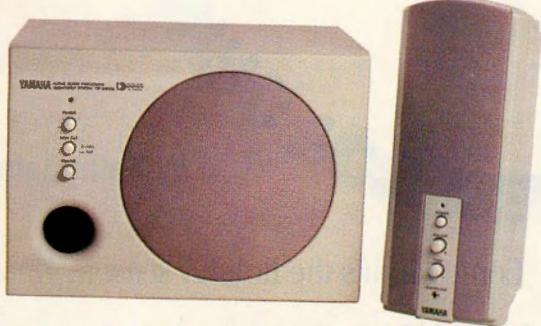
*NOTE: This is not a call for piracy. Don't copy a game to your hard drive and then give it to a friend. We want the nice game developers to make money so they make more games, right?

A Quick 3D Primer

ATI's Xclaim VR card adds 3D acceleration to any PCI Mac. What does this get you? Games will run faster, not just because the card computes the routines more quickly but also because the processor is freed up to calculate the rest of the game. The Xclaim VR also adds enough VRAM to give millions of colors on a 17-inch monitor, making up for the 6400's lack of VRAM. The video-out lets you use your TV as a monitor; the video-in lets you digitize video.



A 17-inch monitor is great for games that can use the extra space and for displaying other games really big.



You need at least a pair of speakers to hear games in stereo. To be truly creeped out, get surround sound and a subwoofer (built into the Performa 6400).

If you don't have the AppleVision 1710AV, get external speakers. Speakers should be shielded so they don't interfere with your monitor. You can also hook up modern Macs to your home stereo system using the same cable you'd use to plug in a portable CD player to the stereo. If you do this, you absolutely must keep the speakers away from your monitor, as most stereo speakers aren't shielded.

Associate Editor Kathy Tafel hasn't desired a new Mac so badly since she saw the Quadra 840AV.

Ordinary 3D accelerators won't make your game look better. They will help you if you're using a 3D application, such as Fractal Raydream Studio, because they specialize in speeding rendering. Games, however, have specific needs that these cards don't address.

To see what 3D acceleration will do, look at Reality Bytes' HAVOC, the first Mac game to use RAVE.

WITH ACCELERATION the fog is smoother, texture maps are lusher, and gunfire is more detailed.



WITHOUT ACCELERATION the fog is rough and the texture maps are flat.



Here are some of the game-specific effects that a card, such as ATI's Xclaim VR speeds or enables.



FOR A COMPLETE 3D PRIMER, visit the MacAddict Web site.

Alpha blending Each pixel in a computer image can have a red, green, blue, and alpha value, which together specify the transparency for the pixel. In a 3D world, objects are layered on top of each other—think of looking through a window to see the landscape outside. Alpha blending composites the alpha channels of each object and, depending on how transparent each alpha channel should be (from completely transparent to not at all), figures out that you should see the trees through the window but not through the wall surrounding it. An accelerator card that supports alpha blending makes those calculations faster and smoother.

Fog No, it's not adding spooky effects. Fog figures out when an object in a 3D world should be rendered. The closer you get, more of an object becomes apparent. With an accelerator, fog effects are smoother.

Texture Filtering Texture filtering removes aliasing artifacts such as sparkles and blockiness. The QuickDraw3D RAVE API gives game vendors three settings—Fast, Mid, and Best—which allow for a different kind of filter to be used depending on whether the texture is in the foreground or background. With the Mid setting, things up close look smooth but things in the distance are pixelated because quality is less important. Without a card, vendors would probably make the game use the more pixelated setting in all instances.



The SOFT STEEEEEEVE

EVERYTHING YOU NEED TO ROCK YOUR WORLD, OR ANY WORLD FOR THAT MATTER!

by Kathy Tafel

Come on. It's the holiday season. Time to lighten up, take a load off your feet, sit around, and play a few games. And there has never been a better time to be a Mac gamer. Developers are once again taking the Mac seriously, releasing more and more games. Major players such as MacPlay, Activision, and GT Interactive are producing more high-quality Mac games than ever before.



S

o while there are more games out there this year than last, they aren't all must-have toys. To help you while away those long winter hours, we've sacrificed much of our time to testing, testing, and more testing of all the Mac games still in existence. Once we finished wearing our fingers to the bone, we divided the Mac games you just must have into four categories: Action, Adventure, Puzzle, and Simulation.

Some of the games on this list are a trip down memory lane, but they still provide great gameplay. Others are the latest and greatest titles at the top of their form. For each title, we'll tell you what distinguishes it as a Mac game, moments we'll always remember, and whether you'll have to use more brain or more brawn to come out a winner.

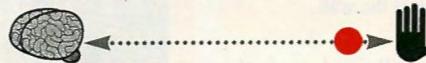
Action Games

In an action game, you must overcome obstacles by "physical" means, rather than by using your brain. That is, you blast your opponent to smithereens or run away as fast as you can. These used to be mainly arcade-like games, but recent gains in CPU horsepower have enabled the development of first-person perspective 3D games. (You still have to blast your opponent to bits, but in a first-person perspective game, you are actually in the world, seeing it exactly as the character you're playing does.)

You'll want a joystick when playing these games. If you don't have one, follow these guidelines when configuring your keyboard. First, open the Keyboard control panel and set the Key Repeat Rate to fast and the Delay Until Repeat to slow. When configuring the keyboard for a game, consider which key you will be pressing the most, and which ones you'll want to hold down at the same time. If you are pressing a key a lot, consider using the caps lock key—it stays down until you press it again. The Mac keyboard only "listens" to one key at a time with the exception of the following keys: caps lock, shift, control, option, and command. So if you want to shoot at the same time you're ducking, better use those keys.

Apeiron

Developer: Ambrosia Software
Price: \$15 (shareware)
Contact: 716-325-1910



Shoot that 'shroom before it bops you on the head.

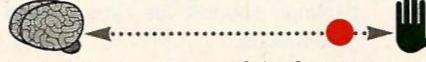
So there are these mushrooms, and you shoot them, and there's a centipede crawling up and down the screen and when you shoot one or more of his body segments, they turn into more mushrooms, and all these mushrooms get in the way of shooting the centipede. And then there's a funky lobster and you can shoot it too. The goal is to get rid of all of the centipede's body segments. When a mushroom starts flashing and you hit it, you score mucho bonus points. Reward coins rain down from heaven (Okay, the top of the screen) giving goodies such as shields and better guns. Oh, kinda sounds like Centipede. Well that's just what it is, but boy, is it a cool implementation. Minor annoyance—the installer doesn't let you choose where to put the game; it automatically installs the game at the root level of your hard drive.

Memorable Moment: The hookah-smoking caterpillar Game Over screen.

Tip: Keep the bottom of the screen clear of mushrooms, but not too clear—otherwise the bouncing Groucho tick will come and fill it up.

Crystal Quest/Crystal Crazy

Publisher: Casady & Greene
Price: \$23.95 (street)
Contact: 800-359-4920



Crystal Quest was one of the first Mac arcade games (1987!). While you don't actually go on a quest since all the crystals are in plain sight, the crystals do get harder and harder to



JUST ABOUT
EVERY single
game on this
list is on The
Disc. You
weren't going
anywhere this
month anyway,
were you?



IF YOU GET
STUCK, check
out our Web site.
We'll link to
sites where you
can find cheats
for many of the
games.



Beside collecting crystals, Crystal Crazy lets you smash objects up against the wall.

collect. It's amazing how silly and goofy the authors were able to make the graphics, even in black-and-white. Only a Mac game would put cows in space. The pieces in the sequel, Crystal Crazy, are even funnier.

Memorable Moment: The silly sounds.

Tip: Fiddle with your mouse Control Panel to get the right degree of control or you'll end up crashing into the gate far too often.

Descent I and II

Publisher: MacPlay

Price: \$29.95 (srp); \$59.95 (srp)

Contact: 800-4MACPLAY

Though it has the thinnest veneer of a plot (aliens have taken over mines on planetoids), Descent I and II add the third dimension to the find-the-keys, beat-the-boss genre. And it's amazing how quickly and totally disorientation

sets in, and how enjoyable it can all be. Descent II adds a few new useful features, but changes little from Descent I.

Memorable Moment: Spinning madly and bouncing backward through perpendicular tunnels.

Tip: Use the bot, Luke.



This bot is out for blood—and you're exactly the type it's looking for.

Doom II

Publisher: GT Interactive

Price: \$47.95 (street)

Contact: 800-305-3390;

<http://www.gtinteractive.com>

One of the first first-person shoot-'em-ups to appear on the PC, Doom had PC gamers raving. Now Mac players get to share in the insanity with Doom II which has the best graphics of any of the DOOM ports. You get to run around gathering ammo and armor and blast away bizarre monsters. Unlike other first-person games, there is no concept of up and down, so it's much

easier to shoot the baddies who are standing on platforms. One of the very worst moments is realizing that, yes, those are invisible creatures shooting at you.

Memorable Moment: The Simpsons WAD.

Tip: Keep your hand on the trigger, Tex.



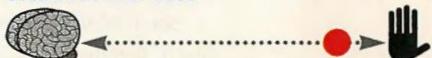
Get that scary monster! Kill! Kill! Shoot! Kill!

Havoc

Developer: Reality Bytes

Price: \$37.95 (street)

Contact: 617-621-2500



Get tanked! Choose from one of three tank types, enter the 3D arena, and shoot to kill.

Had it not arrived just a tad too early to be in our premiere issue (Sept/96), Havoc would have received a "Freakin' Awesome" rating. In this tank game, you try to obtain a key on each level without getting blown to bits by the other tanks. This game was the first to take advantage of the QuickDraw 3D Rave API, which means that if you have an accelerator card, you get higher levels of detail in the 3D rendering. But a game isn't great just because it uses the latest technology. Havoc is pure fun. You feel as though you're really driving around. It's a blast to be at the top of a hill just before going down the other side. And there's stuff to shoot, too. Havoc is the first game that makes you feel as though your Mac is a PlayStation.

Memorable Moment: Gives you an extra disc so you can play a network game against a friend.

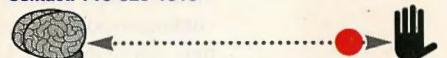
Tip: Don't play *too* long or you may actually become dizzy or get motion sickness.

Maelstrom

Developer: Ambrosia Software

Price: \$15 (shareware)

Contact: 716-325-1910



AGAINST COMPUTER

"They're everywhere!"

Network games are what makes Marathon a blast to play (literally).

ON NETWORK

Marathon Statistics

YOUR DEATHS	1:30
RED DEATHS	0:10
DEATHS	0:13
BUCK	0:00

Kathy Tafel

44 MARATHON REG CLASS A1

too. We also love the ambient panting sounds as you chase aliens.

Memorable Moment: The screaming death dealt by the napalm unit.

Tip: Use the caps lock key for

run, so you don't have to keep holding down a key.

Why It Made a Difference: Marathon was the very first first-person perspective Mac loyalists could play over a network.

Maelstrom marked Ambrosia Software's entrance into shareware games. You have a little ship, and you must clear all these big rocks out of your sector of space. Now, what were those rocks called? Oh, yeah... ASTEROIDS! Amusing sounds and sprites add to the game. The lone exception is the female squeals of delight. Why does it take so long for boys to grow up? Do they think women will never play their game?

Memorable Moment: Realizing that some things just cannot be killed.

Tip: Blow everything up except the goodies.



Another arcade shooter, PegLeg's charming graphics and sounds will soon send you into blissful mindlessness.



May I shoot the rocks now, please?

PegLeg

Publisher: Changeling Software

Price: \$34.95 (street)

Contact: 800-769-2768

If you ever happen to visit us here at MacAddict, take a look at our receptionist's Mac. Chances are, you'll find it running PegLeg, and not just because it's an LC III. Pegleg is a fun little arcade game that is reminiscent of Space Invaders, but has many more baddies. Funny sounds and cute sprites add up to an engaging experience.

Memorable Moment: Losing yourself in sheer mindlessness.

Tip: Don't forget to catch your rewards!

MechWarrior II

Developer: Activision

Price: \$45.95 (street)

Contact: 800-477-3650



As a member of the Jade Falcon clan, you must smash this Wolf to smithereens. Get him before he gets you.

Once you learn the controls—and we still need our reference card—MechWarrior II is a blast. You outfit your Mech with various weapons depending on the mission, and then smash everything to pieces. It's sooo satisfying to blow off your enemy's legs. Can we please have the

everything." If you get stuck, try to use everything in your inventory on everything else.

Escape Velocity

Publisher: Ambrosia Software

Price: \$20 (shareware)

Contact: 716-325-1910

It's hard to decide how to categorize Escape Velocity. Probably the most popular shareware game to be released this year (so far), it's both an action and a strategy adventure. You are a starship pilot, starting out in a little itty-bitty shuttle. As you earn money ferrying cargo and passengers between systems, you can buy a bigger ship and outfit it with weapons. In addition to selling goods on a planet, you can also pick up missions in the

3D textures in the next version?

Memorable Moment: Thump, thump, thump.

Tip: Learn to use the mouse; it will save you. Also, customize your Mechs because certain weapons work better than others: the long range pulse laser is very effective.

Bonkheads

Developer: 1 A.M. Productions

Price: \$24.95 (srp)

Contact: 888-588-6165



Welcome to the world of Crag and Thog Bonkheads, two not-so-smart trolls. In this one- or two-player game, you guide Crag and Thog through various levels such as Mudville and Trollville, forcing them to bonk their heads on the platforms above them to stun cute, but dangerous, creatures. Once you've stunned the creatures, you get to kick them off the platform. Not too difficult, but mindlessly entertaining.

Memorable Moment: The "ooch" sound Crag and Thog make when they run into a creature.

Tip: Running off one edge of the screen pops you back to the other edge—a useful tactic for avoiding harmful creatures.



Bonk your head on the pipes to knock the beasties above into a dreamless sleep.

Spaceport Bar, such as helping the Confederacy or the Rebels. To run with the big boys, though, you'd better have a tricked-out ship. If you run



Better not mess with those confederate ships till you've got a Kestrel-class ship.

Adventure Games

In adventure games you follow a story from beginning to end. The first adventure games were text only. Animation was soon added, and with the advent of CD-ROM, full-motion video is now becoming a standard. Animated adventures, such as Dark Castle and Escape Velocity, include more action since it's easier to let the player control the game than it is in games that use video only. In a video-based game, you sit back and watch movies until it's time to make a decision or ask a character a question. But in all adventure games, you generally have an inventory of handy items, and a means of getting from point A to point B. The rule of thumb in an adventure game is "explore

Games That Made a Difference

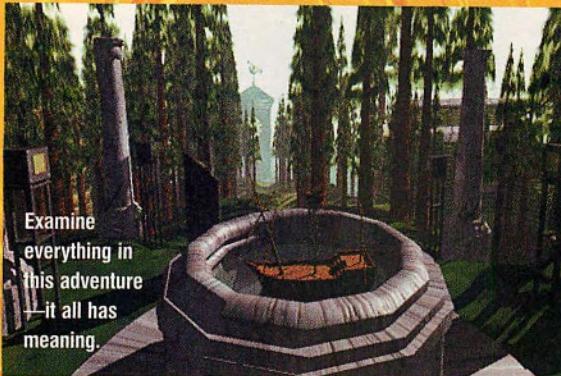
software

Myst

Publisher: Broderbund
Price: \$54.95 (srp)
Contact: 800-521-6263



Yeah, so just about everyone has played the "best-selling PC game ever." Only we Mac zealots remember that it was Mac first, and written in HyperCard, no less. The big hoopla over *Myst* is that as one of the first CD-ROM games, it was able to show off audio and video capabilities as never before, providing a hauntingly beautiful 3D environment. *Myst* also has a compelling plot and intriguing, although not terribly difficult, puzzles. Unfortunately, many *Myst* clones have neither compelling plots nor intriguing puzzles, and their authors



Examine everything in this adventure—it all has meaning.

should probably play a few text adventures before trying again. The sequel, *Myst II*, is almost as heavily anticipated as Copland (and will probably show up in the same time frame).

Memorable Moment: Looking for a stocking stuffer? Try *Pyst*, a *Myst* parody due this fall from Parrot Interactive (800-910-2696). *Pyst*, by the way, is how the island of

Myst feels after 3.5 million visitors have trampled over it.

Tip: Click on everything.

Why It Made a Difference: *Myst*, with its compelling graphics, has spawned a whole series of copycat games. And, while true hardcore gamers usually don't enjoy *Myst*, the game persuaded many people to try their hand at a game for the first time.

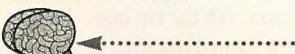
out of missions, you can find many more that fellow players have made available online, and you can even make some yourself.

Memorable Moment: Yes, I have the *Babylon 5* plug-in.

Tip: To quickly work up to a Kestrel, hire cargo ships and find two systems close to each other that have a huge discrepancy in buying and selling price. Gouge the consumer.

Dark Castle

Publisher: Delta Tao
Price: \$29.95 (street)
Contact: 800-827-9316



Which door doesn't lead to the dungeon?

In this side-scroller, you must use the mouse to fling rocks at rats and bats as you collect keys that get you into other parts of the castle. You use special weapons to defeat bigger and badder

enemies. I've never been coordinated enough to defeat the final boss, but I fondly recall the whoops of joy of fellow dormmates in college when they did. *Dark Castle* and the Infocom games (see below) are why I was on academic probation after my first semester at Cal :-).

Memorable Moment: Watching skeletons shake their heads as you take the wrong key, causing a 1,000-pound weight to fall on your head.

Tip: Keep your eye on the bats.

Infocom Text Adventures

Publisher: Activision
Price: \$13.95 (srp)
Contact: 800-477-3650

Text adventures were the predecessors of today's graphical adventures. In these, you have a window and a cursor. You explore a world based on the description that the game gives you. A typical interaction goes something like this:

Seedy Bar

You are in a seedy bar sitting on a stool. To the north, the bartender is drying glasses. To the east you see a hallway. You feel an urge.

(Type "e" for east and hit the return key.)

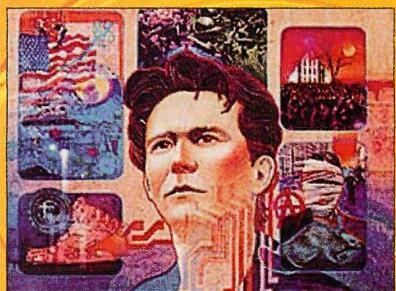
Hallway

Farther east is a door marked "gulls." To the north is a door marked "buoys." You feel an urge.

In a text adventure, you have to rely heavily on both your imagination and the author's witty writing. Infocom was the prime purveyor of text adventures in the '80s, although there are shareware text adventures available, and even the tools to make your own. The best of delving into an Infocom game was the packaging inside—from the 3D glasses for the *Leather Goddesses of Phobos* comic book, to the origami instructions in *Trinity*—each game was a joy to open. What a far cry from today's publishers, who either have one measly CD-ROM in a huge empty box (yeah, yeah, shelf space, yada, yada), or a ton of marketing material that has nothing to do with the game. This year's lone exception was the packaging for *The Secrets of the Luxor* which includes an ad for a tour package that doesn't really exist. In addition to great packaging, Infocom's games made you think and laugh with both shallow and serious subject matter. You're in luck, because Activision (who bought Infocom) is selling EVERY single Infocom game on one CD for fourteen bucks. This is the best deal you will ever find. (The original packaging comes in PDF format though.)

Memorable Moment: The road runner.

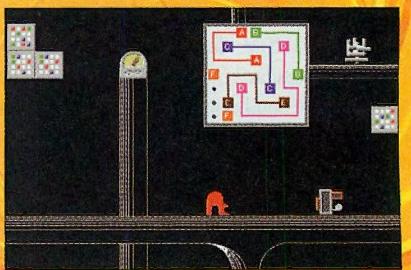
Tip: Type "verbose" if you get stuck.



In Infocom's "A Mind Forever Voyaging," you travel through time via computer-slim to see (and prevent) the effects of government policy.

System's Twilight

Publisher: PlayMaker
Price: \$15 (shareware)
Contact: playmaker@aol.com



As *3 in 3* is no longer being published, play *System's Twilight* to get "inside your Mac."

System's Twilight is a shareware game that feels very similar to 3 in Three. The story takes place inside your Mac, the puzzles are hard, and the sounds and graphics are winning. The storyline is also very witty—for example, we loved climbing the binary trees. Also, if you think that Three in 3 is tough, well, heck, that's nothing compared to this game. The puzzles have kept many of us stumped for months. This shareware version lets you into about one quarter of the game.

Memorable Moment: It takes a while to realize that you've won.

Tip: Pay close attention to what the characters tell you.

Puzzle Games

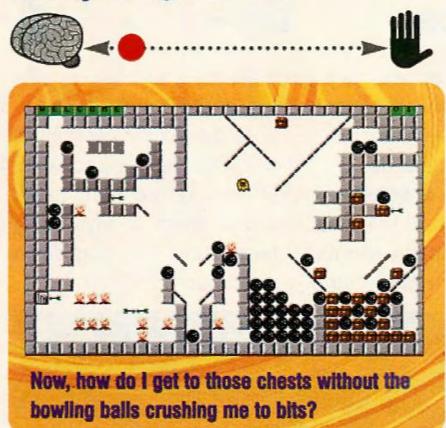
Puzzle games require you to put on your thinking cap. You must figure out what effect your current actions will have on turns in the future and how that will affect your ability to get to a precise goal. About half of the games here have the added pressure of solve it "NOW!" Also, for the pacifists among you, puzzle games usually don't involve any killing, bloodshed, or other creepy stuff (or at least nothing worse than what you'd find in a Road Runner cartoon). You can generally find hints in online newsgroups if you're stuck on a level.

Blobbo

Developer: Glenn Andreas

Price: \$20 (shareware)

Contact: gandreas@aol.com



Now, how do I get to those chests without the bowling balls crushing me to bits?

This is a cute (whenever I say cute I mean it has darling sprites and, well, cute sounds) little game in which you have to eat all the chests in order to open the exit for a level. In your way are bowling balls which will fall on your head, arrows which pierce you, fires which scorch you, and vines which obstruct you. You have only the occasional marshmallow to block the baddies.

Realmz

Publisher: Fantasoft

Price: \$15 (shareware)

Contact: 608-249-5418

Realmz is a wonderful shareware role playing game. You start out by creating characters—rangers, enchanters, and fighters—in several different races: humans, dwarves, and elves. You must assemble a party of six for your adventures. Once that's done, you venture into the town of Bywater and begin exploring. After you register, you get more scenarios, and there are always more being made.

Memorable Moment: Mmm, doughnuts!

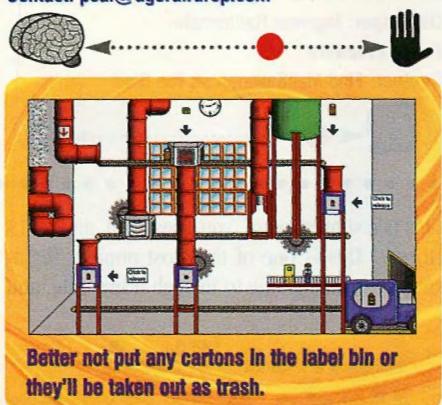
Tip: Be absolutely sure that an action will not prevent you from reaching a chest later.

Factory

Developer: 7 'O'Clock Software

Price: \$15 (shareware)

Contact: pcal@agora.rdrop.com

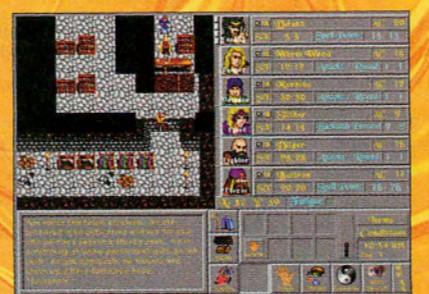


Better not put any cartons in the label bin or they'll be taken out as trash.

Imagine you're on an assembly line. Every day you tighten the same bolt on the same car for eight hours. Not in this factory. Each day of work here brings a new consumer item for you to assemble. You must put together the goods in

Memorable Moment: When you realize it's better than Dungeons & Dragons.

Tip: Make a balanced party.



Know your party's skills before adventuring.

the right order in order to get your paycheck. If you create too much garbage, you get fired.

Memorable Moment: The garbage you get when you mix ingredients in the wrong order.

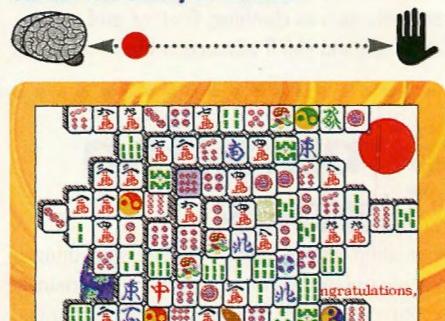
Tip: Practice makes perfect... anyone have a method for the final level?

Gunshy

Developer: E.C. Horvath

Price: Freeware

Contact: Find Gunshy on The Disc!



The "traditional" icons in the version on our Disc are by Eric Baldwin.

Okay, so the commercial version (Shanghai) of this game is available from Activision, and

Games That Made a Difference

Tetris

Developer: Opinicus Microtech

Price: \$10 (shareware)

Contact: granola@aol.com

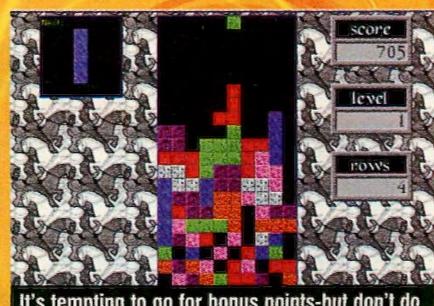
Tetris has a deceptively simple premise... drop pieces that are created out of four blocks to form lines of ten. But the pieces keep falling and falling, and the Russian music gets faster and faster and you hear yourself saying, "just one more time."

Memorable Moment:

Dreaming of Tetris as you fall asleep at night... "If I put that one there, and this one there..."

Tip: Concentrate on clearing blocks before going after bonus points.

Why It Made a Difference: Tetris has the widest appeal of almost any game ever



It's tempting to go for bonus points—but don't do it when you have lines to clear.

made. Hard-core gamers and novices all love the game thanks to its frustratingly hard simplicity.

the actress who plays Keiko on "Deep Space Nine" is on the CD-ROM offering advice, but this freeware version has been floating around online for years with people adding their tile sets to it. Basically, there's a bunch of tiles, which come in sets of four, arranged in a pile. You can only remove matching tiles that are on the top layer and have a right or left edge exposed.

Memorable Moment: This popular game has been passed around so much, that sometimes you'll find a corrupted version. Don't you love it when the version you're using crashes just as you solve a level?

Tip: Try to uncover the layers before working your way to the middle.

Lemmings

Publisher: Psygnosis

Price: \$39.99 (srp)

Contact: 800-438-7794



Quick! What has green hair, a chubby tummy, big nose, and ABSOLUTELY no brain? Why, a Lemming of course. Which is why the lemmings need you. They've been placed in truly horrendous scenarios in which they will ALL DIE if you don't save them. And save them, you will, by giving them special skills such as climbing, floating, and digging. Do it right and you'll advance to the next level of

mayhem. It's too bad Psygnosis has left the poor Lemmings in Lemmings II: The Tribes and 3D Lemmings languishing on other platforms. We just know the poor fellows won't be saved until they're ported to the Mac.

Memorable Moment: This Internet signature: "Are we not Lemmings? If you click us, do we not... OH, NO!" (Thanks, Matt!)

Tip: Wait an extra second after your builders shrug their shoulders before you tell them to build more stairs. Do this, and you can make the stairs span an extra horizontal unit.

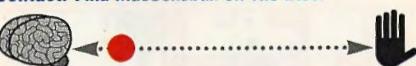


MacSokoban

Developer: Ingemar Radnemalm

Price: Freeware

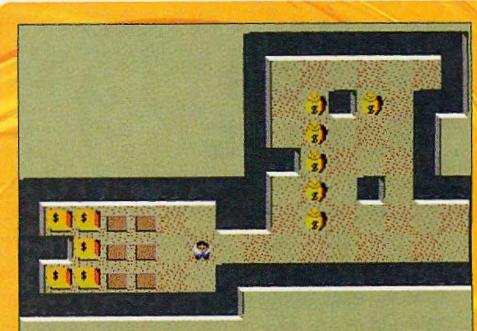
Contact: Find MacSokoban on The Disc!



Sokoban (warehouse keeper) is a Japanese game in which you try to push chests into allocated spaces. Only trouble is, there's a maze in the way. And if you get too cocky and start moving too quickly, you might push something where it shouldn't go. Special features include a pathfinder for moving back and forth. The puzzles get more and more frustrating as you advance (of course). When you solve all levels in the game, you receive a diploma conveniently pasted into your clipboard.

Memorable Moment: The sound of chests being dragged across the screen.

Tip: Don't push two chests next to each other against a wall.



It's a piece of cake from here—much easier than moving refrigerators.

Simulation Games

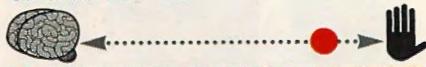
Simulation games either simulate something in real life or fantasy. You generally need to manage resources of some kind, such as armies, metal, or money, in order to win. Cheats in this genre can involve editing the saved game file or game file itself using ResEdit and finding publisher-enabled cheats.

F/A-18 Hornet

Developer: Graphic Simulations

Price: \$46.95 (street)

Contact: 214-38-7575



You can pull four to five Gs in a 90-degree bank, no problem. (Barf bags not included.)

This is a simulation of, you guessed it, an F/A-18 Hornet. This is one of the most popular flight-sims ever, mainly due to its high frame rate, and

relatively simple controls, which actually let you shoot down the other planes. Graphics are clean unlike Eidos' Flying Nightmares, which plays like

Games That Made a Difference

SimCity 2000

Developer: Maxis

Price: \$38.95 (street)

Contact: 800-336-2947

As you'd expect, SimCity simulates a city. You play the mayor and control zoning and public works such as roads, utilities, and schools. Then you just sit back and watch your city grow. SimCity 2000 has wonderfully polished graphics and sounds and like a true Mac program, lets you use floating palettes to control everything. It's too bad Maxis has taken to making its current titles merely ports of the PC version, as in SimIsle, rather than making them true Mac titles that

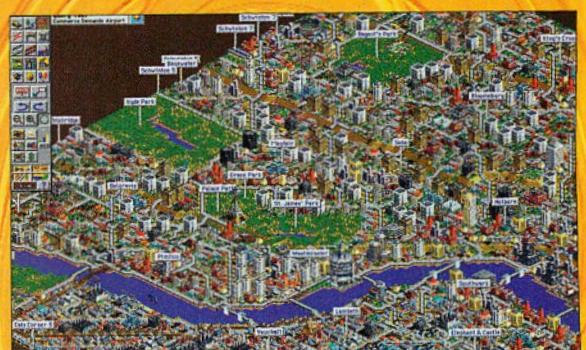
people would actually buy.

Memorable Moment: Launch arcologies never launch.

Tip: porntipsguzzardo.

Why It Made a Difference: SimCity is one of the most detailed, complete simulations ever made and

includes great Mac graphics and sounds. In addition, the game uses all of the Mac's capabilities, stretching the Mac to its limits—even today, really large cities can bog down your Mac.



You can have London busting in minutes with SimCity.

a PC game. If you play F/A-18 Hornet long enough, you get to drop a nuclear bomb. Of course, the shockwave tears your plane apart once you've dropped the bomb, so it's not generally a good tactic if you want to save your skin. Look for version 3.0 to be out soon.

Memorable Moment: Picking off the helicopters.

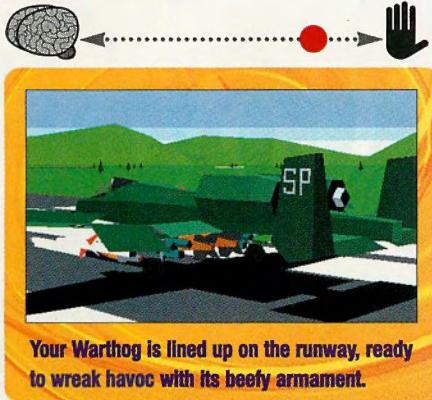
Tips: Fly with a good joystick.

A-10 Attack

Developer: Parsoft

Price: \$45.95 (street)

Contact: 214-479-1340



Your Warthog is lined up on the runway, ready to wreak havoc with its beefy armament.

This flight simulator has a zippy frame rate, even on a 68K Mac, making it smooth enough to get you completely immersed in the game. The armament is roughly equivalent to a B-52, which means you can carry a ton of ordinance. The plane as modeled is a really tough sucker—you can take hits on your wing and have jammed landing gear, and still be able to complete a mission and land your craft on its belly. The missile view kicks butt.

Memorable Moment: You can play up to three planes in the air at a time.

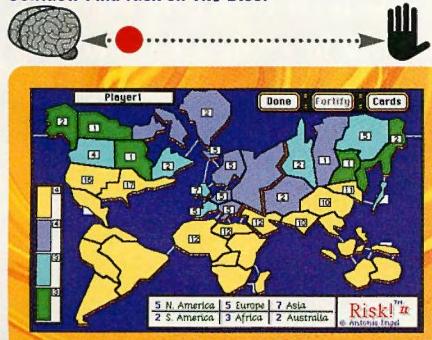
Tip: Rely on your cannon, it will chew up just about everything. Carry a couple of HARMs.

Risk

Developer: Antonie J. Engel

Price: Freeware

Contact: Find Risk on The Disc!



As in the board game, you collect extra armies based on how much territory you control.

This is a no-frills version of the popular board game. You can play against friends (on one computer) or against the computer, and you can set

the computer, artificial intelligence to be aggressive, defensive, or vindictive. Gameplay is simply an automated version of the original. And, in a touch of cool, Risk used a drag and drop interface long before System 7.

Memorable Moment: "A single country can contain, at most, 99 armies."

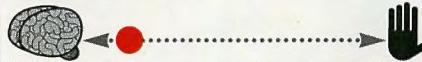
Tip: Consolidate and fortify.

Spaceward Ho!

Publisher: New World Computing

Price: \$28.95 (street)

Contact: 800-827-9316



Your job in Spaceward Ho! is to colonize the galaxy and eradicate the competition. You have a budget that grows with your population, and you build ships with metal that you mine. Your budget is divided between saving money to buy ships, and new technology research. Game play are iconized worlds in cowboy gear, so the galaxy quickly turns into a bunch of planets wearing hats (go figure). While the game has a lighthearted attitude, the computer AI can be very difficult to beat. And there's network play, too.

Memorable Moment: Noticing that female player's planets have longer hair.

Tip: Protect border planets with satellites.



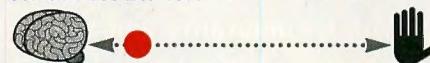
Betcha didn't know that planets wore ten-gallon hats, now did you, partner?

TacOps

Publisher: Arsenal Software

Price: \$44.95 (srp)

Contact: 800-247-1877



TacOps is a turn-based, tactical, military simulator using modern-day weaponry. Essentially, you blow things up within the context of reaching an objective. TacOps is a simple game—there are no flashy graphics or sounds—but it teaches you military tactics, while you play the game. You will learn how to play pieces such as tanks to their best advantage, from setting the stage for the battle, to using terrain, and not placing them in front of anti-tank squads. The game was written by a retired Marine major, and the realism shows. You can configure TacOps to play on the same Mac, over a network, or via e-mail.

Memorable Moment: Receiving e-mail with subjects like, "Die, scumbag," simply because you wiped out half of your opponent's infantry.

Tip: Go for side and rear shots against armor.



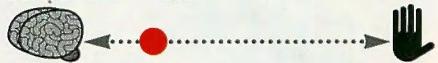
Setting up a TacOps game can easily eat up more than an hour (if you want to win, that is).

Warcraft II

Publisher: Blizzard Entertainment

Price: \$48.95 (street)

Contact: 800-477-3650



Warcraft will be considered one of the best games in history. It has backstory like an adventure game, with a fantasy theme of Orcs invading human territory and scenarios based upon this backstory. It has resource management like a simulation: you have to build a village and keep it stocked with lumber, gold, and oil for the war effort. It has close combat like an action game: you have to beat your opponent in hand-to-hand fighting. And as a strategy game, you have to figure out the best way to manage your resources in order to build a big enough army to best your opponents and thus, win a scenario. In addition to great gameplay, Warcraft has hysterical sound effects "Even the Elder races get tired of waiting," high-quality graphics, and a stirring soundtrack. The Mac version has 3D sound and you can enter cheat codes using speech recognition technology.

Memorable Moment: The gnomish inventor exclaiming, "I've got a flying machine!"

Tip: Patience, grasshopper. □



Those dragons can cause massive damage! Protect your village with lots of Rangers.

Associate Editor Kathy Tafel can't get past the dragons on level 13 of Warcraft II. Someone help her.



Under an 'Epic' Cover

by Owen W. Linzmayer

With its recent introduction of the PowerBook 1400, Apple is no longer the notebook computer whipping boy. When the PowerBook line debuted in 1991, it redefined the notebook category with its innovative and widely imitated design featuring a built-in trackball and pushed-back keyboard. But lately Apple has had a hard time living up to its promising start. The PowerBook 5300 has been plagued by problems, ranging from exploding batteries to cracked cases, and it has been virtually unavailable since Apple implemented a recall under the guise of a "repair extension program" in June. To make matters worse, recent PowerBooks have been derided as inferior to their Wintel counterparts: They're not as fast nor lightweight; they lack long-lasting batteries; and they lack built-in CD-ROM drives. The new PowerBook 1400 closes the gap. Although it doesn't exactly live up to its code name, Epic, it does offer all of the features found on Wintel multimedia notebooks, plus some firsts for Apple: a removable modular CD-ROM drive, easy expandability, flip-up keyboard, piggy-back memory, huge screen, and something completely new called BookCovers.



The three PowerBook 1400 models range in price from \$2,499 to \$3,499. All three models have at their core a 117MHz PowerPC 603e; the only differences are in the amount of RAM, screen type, hard drive size, and whether a CD-ROM drive is optional or standard. The basic PowerBook 1400cs/117 comes with 12MB of memory, a color dual-scan display, a 750MB hard drive, and a modular 1.4MB floppy drive (in case you haven't figured it out, the "cs" suffix stands for color dual-scan). For \$400 more, an enhanced 1400cs/117 offers an extra 4MB of memory and a 6X CD-ROM drive in addition to the floppy drive. The high-end PowerBook 1400c/117 comes with 16MB of memory, a color active-matrix display, a 1GB hard drive, plus floppy and CD-ROM drives.

The PowerBook 1400 was designed to appeal to customers who want multimedia essentials without costly bells and whistles. It's not intended for high-end users, but until Apple ships its PCI-based PowerBook (code-named Hooper) in the first quarter of 1997, the three PowerBook 1400 models will comprise Apple's entire notebook line. (although the Duo 2300 subnotebook is likely to remain available into the foreseeable future).

located in the front panel

Compact Disc Delight

What sets the PowerBook 1400 apart from its predecessors is the ability to remove the standard 1.4MB floppy module on the front of the unit and replace it with a 6X CD-ROM drive module. The CD-ROM drive, which is imperceptibly heavier than the floppy module (total system weight is seven pounds), has a small button to open the tray onto which you directly place discs—there's no need for a caddy. Unlike desktop models, which close themselves at the press of a button or the slightest pressure on the tray, you must manually close the PowerBook 1400's CD drive. Fortunately, discs are ejected automatically when dragged to the Trash, just like normal. If there's a problem, you can always use the old favorite fix: a straightened paper clip in the manual-eject hole.

The 6X CD-ROM drive modules are not quite as fast as the top-of-the-line 8X drives now available in desktop Macs and some WinTel portables, but they're plenty fast for all current multimedia uses and will probably continue to be fast enough for years to come. After all, most CDs run fine on double-speed drives, and only a handful (such as Activision's SpyCraft) require a quad-speed drive. In any event, there's always the possibility that 8X modules may be offered later.

In addition to the floppy and CD-ROM modules, Apple expects third-party vendors to offer magneto-optical, hard disk, and Zip drives that fit into the PowerBook 1400's expansion bay (devices designed for the PowerBook 5300's expansion bay will not work on the 1400). All devices are "sleep swappable," meaning there's no need to shut down to change modules.

Getting to the Guts

Swapping drives is just one aspect of the PowerBook 1400's expandability. Instead of requiring a skilled technician and a special



A 'Book and its Covers

The most innovative industrial design feature of the PowerBook 1400 is the use of BookCover inserts that slide under a clear plastic panel. Although Apple thoughtfully provides a half dozen samples, they only scratch the surface of what can be done with a little imagination and the included ClarisWorks template. Consider using the following as inserts:

- university/corporate logos
- daily schedules
- audio CD liner notes
- family photos
- maps
- quick-start guides
- program shortcuts
- comic strips
- magazine covers



Any more great insert ideas? Share them with MacAddict (MacAddict@AOL.com) and we'll publish the most interesting ideas in a future issue.

Technology plans to introduce a combination 603ev CPU and Level 2 cache replacement that may run as fast as 180MHz, and there are rumors that Apple may have a similar "speed bump" in the works. Incidentally, there's no slot for a Level 2 cache, and due to space constraints it's unlikely anyone will offer one except in conjunction with a CPU upgrade.

All PowerBook 1400 models come with 8MB of memory soldered onto the motherboard and two memory sockets, one of which is filled by Apple with a 4MB or 8MB module, depending on the model. With the remaining empty socket, you can increase the memory to a maximum of 64MB, although you needn't do it all at once. The PowerBook 1400 uses piggyback memory modules, so you can plug one module into the empty slot and another module on top of this. You can't piggyback the module that Apple ships with the PowerBook 1400, because that would block the space used by the internal expansion slot. We like the ability to add memory incrementally without hiring a technician, but including only 12MB of memory on the basic model is stingy given the voracious demands of recent system releases and productivity programs. Apple should spend the extra 30 bucks or so to up the minimum configuration of all of its offerings to a more realistic 16MB of memory.

Next to the two memory slots in the PowerBook 1400 is an internal expansion slot. Although Apple didn't give us too many details about its specifications, several peripheral manufacturers are working on cards that provide Ethernet networking and video-out capabilities through a knockout panel on the back of the machine. Apple intends to sell an 8-bit video-out card for this slot, leaving 16-bit video-out to third parties. This is not a communications slot, so it can't be used for an internal modem.

The two PC card slots on the left side of the PowerBook 1400 can accommodate one Type III card or two Type I or II cards, which are slightly larger

Torx wrench, you can expose the PowerBook 1400's guts by popping off the elongated plastic speaker grill that resides between the keyboard and the screen. The keyboard flips up to reveal a 2.5-inch Integrated Drive Electronics (IDE) hard drive beneath. This can be removed with a Phillips screwdriver, as can the aluminum heat sink if you want to get at the goodies below.

The heat sink cools the PowerPC 603e as it cranks along at 117MHz. This is slightly faster than the PowerBook 5300, but certain benchmarks are slower than one might expect for this processor. Apple says that this is because the processor in the PowerBook 1400 is not optimized for the PowerBook 5300's architecture, on which the 1400 is based.

The CPU is on a removable daughterboard, and third-party vendors have already promised upgrades to faster chips. For example, Newer

than credit cards. These slots are used to add Ethernet connectivity, hard drives, static memory, video-input, or modems using industry-standard PC cards. You can also plug an external modem into the serial port on the back panel. Other items available on the back panel are power, stereo-in, stereo-out, infrared (allows wireless communications at speeds of up to 230Kbps AppleTalk; not IRDA-compliant), and a security slot for locking the computer to a desk with an optional cable. The PowerBook 1400 has a hinged door on the back that allows access to the internal expansion slot's knockout panel, an HDI-30 SCSI connector, Apple Desktop Bus (ADB) port, reset button, and serial port. This sturdy door partially folds into the case, making it much less susceptible to breaking.

Big Bad BookCovers

Apple's designers clearly borrowed the best ideas from the PowerBook 1400's predecessors and the Wintel world, but one thing about the PowerBook 1400 is truly innovative: BookCovers. When the case is closed, the solid gray plastic panel on top can be removed and replaced with a clear plastic panel and any one of a half dozen double-sided BookCover inserts, each measuring roughly 11 x 5.6 inches. These snazzy inserts, which remind us of Screenies, were designed by professional artists, but you can create your own using the provided ClarisWorks template. Straight-laced users might view BookCovers as yet another style-over substance Apple excess, but these goodies are more than just a novelty. Not only do BookCovers give the PowerBook 1400 a clearly unique industrial design, clever users can come up with practical uses for the inserts (see sidebar). Furthermore, who knows what type of replacement BookCover panels may be offered by third parties? We've seen samples made of brushed aluminum, bound with leather, and even covered in simulated wood. There's nothing to prevent someone from offering a panel with integrated fold-out speakers that plug into the stereo-out port, or a panel with slots for carrying pens, CDs, floppies, or PC cards.

Cracking the Case

When you open the PowerBook 1400, the screen and keyboard look a lot like a PowerBook 5300, except that the screen is noticeably larger. Regardless of which PowerBook 1400 you buy, the SVGA screen measures 11.3 inches diagonally, with a resolution of 800 x 600 pixels at thousands of colors (16 bits). We examined the PowerBook 1400c/117, which has a very nice active-matrix display that's suitable for viewing at a wide angle. If you're going to be playing a lot of QuickTime movies, this is the screen to get because it has a very fast refresh rate. Although we didn't have the opportunity to examine a PowerBook 1400cs/117 with a dual-scan display, such screens are noted for having a slower refresh rate and being difficult to read from the sides. Brightness and contrast buttons on all models are located on the right edge of the screen.

Just below the display controls is a microphone built into the case for speech recognition and sound recording. As for sound playback, there's one small speaker between the display and the keyboard. It's fine for Mac sound effects, but it doesn't deliver the high fidelity you'd want when listening to audio CDs. For that you can plug headphones into the 16-bit stereo-out port on the back panel.

The built-in keyboard has 76 (U.S.) or 77 (ISO) keys, including 12 function keys. In keeping with previous PowerBooks, the keyboard is close to the screen, allowing you to rest your palms on the case. The alphanumeric keys are full-size, and the function keys are half-height. According to Apple, the keyboard uses "scissor" technology, the same as in IBM's ThinkPads, which provides a crisp, tactile response and a soft clickity-clack noise. The power button is now labeled "On/Off" and is located in the upper-right corner, above the Delete key. It's easy to hit this key by mistake when trying to backspace, but Apple has taken measures to lessen this inconvenience. The On/Off key requires a longer keypress to activate, and even then an alert box appears offering the option to restart, sleep, shut down, or cancel, so no data will be lost.

The PowerBook 1400 features a built-in trackpad as the standard input device, but you can plug a mouse or trackball into the ADB port on the back panel. As with the trackpads on the more recent PowerBooks, you can tap and double-tap directly on its surface as well as tap and drag. Apple has altered the trackpad for better responsiveness when operated in humid climates or with sweaty fingers and has fixed the "rubber banding" problem (the cursor snapping back to a different position when a finger is lifted from the pad).

Software Sundries

The PowerBook 1400 comes with System 7.5.3 installed on the hard drive even though Apple released System 7.5.5 a month earlier (incidentally, the upgrade for this latest version of the Mac OS is available on The Disc). Apple decided it would be better to get the PowerBook 1400 out the door with an "older" System rather than delay introduction to extensively test the OS du jour running on this model.

In addition to a CD containing System 7.5.3, all PowerBook 1400s come bundled with ClarisWorks and Claris Organizer, complete with printed documentation for each. The bundle is fleshed out with the Apple Internet Connection Kit (Netscape Navigator, Claris Emailer Lite, Fetch, NCSA Telnet, and NewsWatcher), Apple Remote Access, and cross-platform compatibility software.

Portable Power

The PowerBook 1400 comes with a single rechargeable nickel-metal-

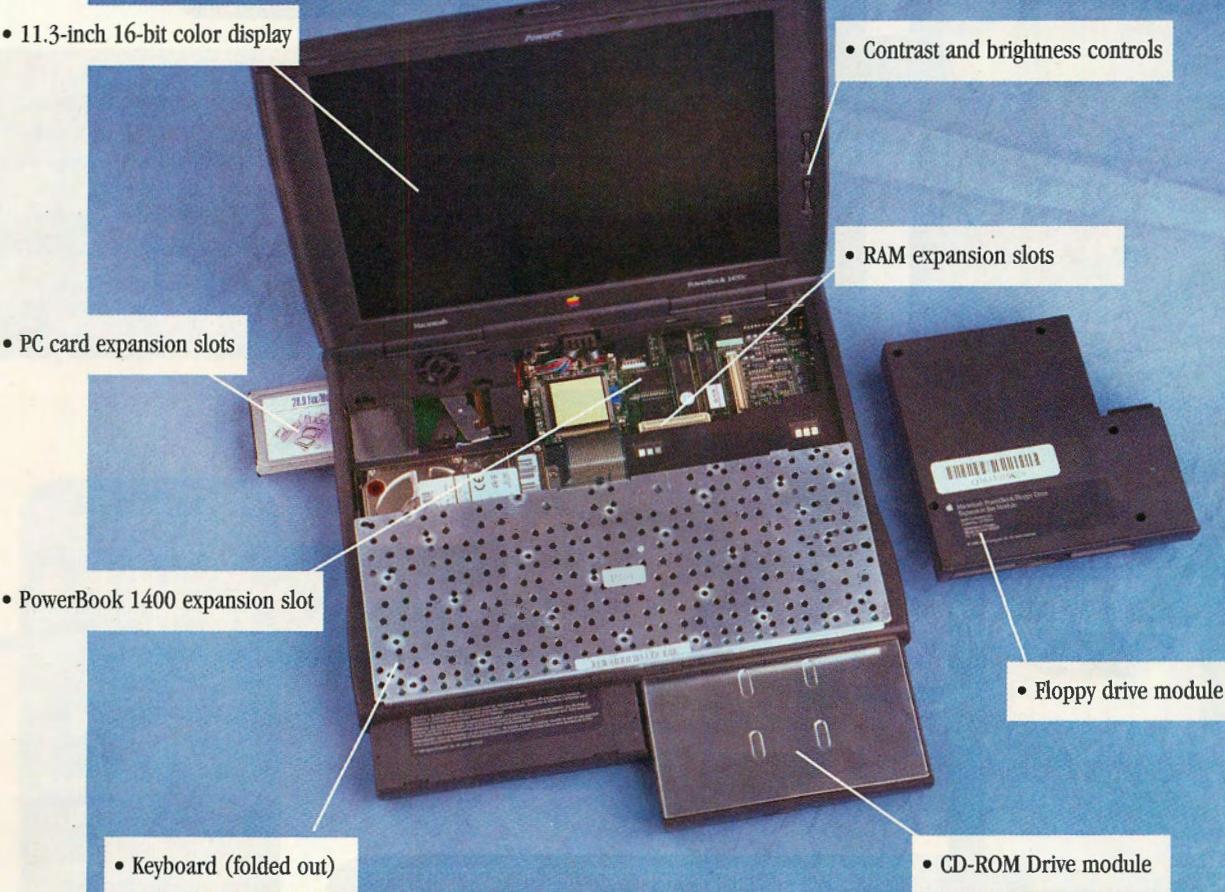
hydride (NiMH) battery that fits into a slot on the front left. A second battery can be carried in the expansion bay normally used by the floppy or CD-ROM drive, but it doesn't provide any power in this configuration. Apple claims the battery provides two to four hours of run time, although we were not able to test this. This still doesn't compare favorably to the latest Wintel machines that get longer life from lithium ion batteries. The NiMH battery is charged whenever the PowerBook 1400 is running on AC power. We like the fact that the PowerBook 1400 uses the same type of power supply as the Duos, which only takes one outlet on a power strip due to its in-line power supply.

A Promising Return

The PowerBook 1400 is not a category killer, but it's certainly a step in the right direction for Apple's beleaguered PowerBook division. By starting with the PowerBook 5300 architecture, ironing out the kinks, and combining the best ideas from the notebook market with a few innovative features, Apple has produced a very attractive new line of competitively priced portables that should appeal to a wide range of users. Power-hungry consumers are likely to be disappointed even with the top-of-the-line PowerBook 1400c/117, but can take comfort that Apple has a much faster, albeit more expensive, model waiting in the wings. □

Owen W. Linzmayer (OWL@Bigfoot.com) is the author of "The Mac Bathroom Reader."

Write him via e-mail or c/o MacAddict, 150 North Hill Drive, Brisbane, CA 94005.



The PowerBook 1400 was designed to make expansion easy with its fold-out keyboard and removable heat sink and grill.



contest



Find entries
from many of
the winners
and runners-
up on The
Disc.

WONNERS!

After a lot of hair pulling, in-house debating, and pizza-eating, we've managed to pick our absolute favorite entries in each of five categories: Graphics, Quicktime Movie, Web Page, System Sound, and Desktop Design. Our five lucky (and talented) winners will each receive a Power Mac 5400/120, custom-painted by the design deities at Apple Computer. We didn't plan on giving prizes to the runners-up, but we received so many entries of such high quality that we feel compelled to give them something for their efforts. Prizes for the runners-up will vary based upon individual needs.

You'll find many of the winning entries on The Disc. We couldn't fit all of them, however, due to space constraints. (For example, many of the Graphic entries and QuickTime Movie entries were many megabytes large.) Thanks to everyone who entered!



Grand Prize

Graphics



"Mr. City"
by Christoph Diermann

Diermann actually created the sketch for his graphic three or four years ago, after hearing a narrative performed by Ken Nordine. But it wasn't until this year that Diermann turned the sketch into a true piece of art. Diermann created the man's face in Photoshop, using paths and fills. He then created the city in Auto•de•Sys Form Z and rendered it in Strata Studio Pro. Then he composited the pieces in Photoshop. The airplane and smokestacks were added later. "I wanted the image to be a commentary on the false hopes that a city can bring," says Diermann. "There's the goodness of progress, but there's pollution also." That's just what we felt when we saw the image.

So what's Diermann going to do with his Mac? He works as a multimedia artist and graphics designer for Vroom Books, makers of children's software. "I live a long way from my job," says Diermann, "so I want to use it to do work at home so I won't have to commute everyday."

First Runner-Up

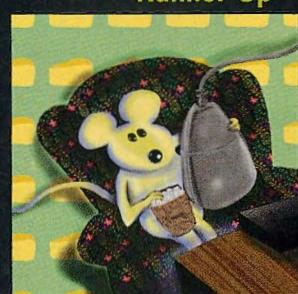
Graphics



"Acid Column"
by Roberto Muñoz

Second Runner-Up

Graphics



"Mousing Around"
by Leo Abbott

Muñoz is a graphic designer who runs his own firm, The Novel Group in Miami, Florida. He created this image in Photoshop and works on a Power Mac 6100 with 40MB of RAM. As you might guess, Muñoz uses the standard array of graphic tools.

Yes, his name is pronounced "Abbott" and that "e" is not a typo. A professional illustrator and cartoonist, Abbott also runs his own design firm, Leo Abbott Illustrations in Brookline, Massachusetts. He claims to be a cartoonist who's been whipping up cartoons since the early 1620s—well, we think he's just a really old, funny guy. Just kidding.

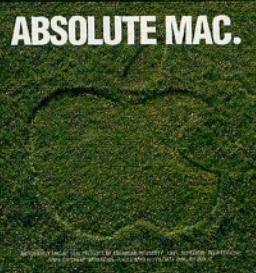


Find a list of
the winners
and runners-
up on the
Web site.

**Third
Runner-Up****Graphics**

"Kimono" by Hannah Ueno

Ueno teaches computer graphics at the Richard Stockton College in Pomona, New Jersey. What does she like best about the Mac? "You don't spend so much time doing technical things and asking 'What's wrong with my computer?' she says. "You get to spend more time exploring and doing art." And, in Ueno's case, waiting for things to render.

**Fourth
Runner-Up****Graphics****ABSOLUTE MAC.**

When 15-year-old Nolan Southerland was stuck with the chore of mowing the lawn he decided he might as well mow it in the shape of the Apple logo. (Mind the copyright infringement there, Nolan. After all, we doubt this treatment is covered in the Apple handbook.) He then took a photo of the Apple from the top of a swing set, scanned it, plopped on the words, and *voilà!* An ingenious piece of art, à la Macintosh.

Grand Prize**Web Page**

"Sputnik" by Eric Bertelsen

**First
Runner-Up****Web Page**

"MacAddict" by Mike Yrabedra

<http://www.dawghouse.com/MacAddict>

No, this really wasn't our attempt to give a prize to the best suck-up site. (In fact, we had far more sucky-up attempts from which to choose). This site impressed us with its clever use of technology. For example, pass the cursor over the grow boxes on the left and windows pop down. You'll need Navigator 3.0 to see all the gizmos, however.

You can't really enjoy the full greatness of Sputnik without the proper equipment: 3D glasses (you know, the plastic kind with one red lens and one blue lens). Pop on the glasses and, like us, you'll say, "Cool!" A freelance graphic designer in Malden, Massachusetts, Eric was watching a Discovery Channel program on virtual reality and thinking to himself, "How do I do this online and make it cool? Everyone has the same stuff." He picked up a book on how to make 3D images and started experimenting. You'll have to grill him, however, on exactly how he created the images. Although he did fess up to looting old games he bought at thrift stores for his 3D glasses.

What did Bertelsen think about winning the Power Mac? "Oh my god. No way! No waaaay! NO WAY!" Surprised, were you?

<http://www.cybercom.net/~sputnikk/sputnikopeningpage.html>

**Second
Runner-Up****Web Page**

"Speared Peanut" by K & P Kremer

Simplicity and easy navigation combined with charming graphic touches were what made this site a runner up. The husband and wife team of Paul and Kristina Kremer run a design business out of their Houston, Texas home. The business name, Speared Peanut, came about as Kristina was munching a pickle and Paul was eating a peanut butter sandwich.

<http://www.spearedpeanut.com>

Grand Prize**Desktop**

"DaVinci" by Erik Lauritzen

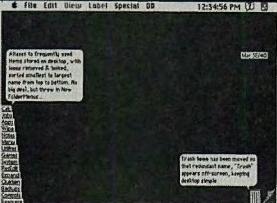
Lauritzen's desktop design caught our attention not only for its compelling imagery, but for its overall functionality which incorporates the Mac's icons in an elegant way. Lauritzen used Fractal Painter for the left half of the image, Specular Infin-D to create the bottom right of the image, and Macromedia Freehand to create the top right of the image. His custom-painted Mac is going to good use. Lauritzen is studying computer animation at the Art Institute in Houston, Texas.

First Runner-Up

Desktop

"Handy Desktop" by R. Craig McCollough

McCollough's submission must be one of the most well-organized, efficient desktops we've seen in a while. (Well, okay, maybe except for Kathy Tafel's here at MacAddict). A job well done.

Second Runner-Up

Desktop

"Black and White" by Dave Mitchell

With his entry form Mitchell wrote "The Mac OS makes it possible to get the most out of very little system resources, keeping older Macs productive. Just try running Windows on a nine-year-old PC!" Kudos to Dave for making the most out of a Mac SE desktop.

Third Runner-Up

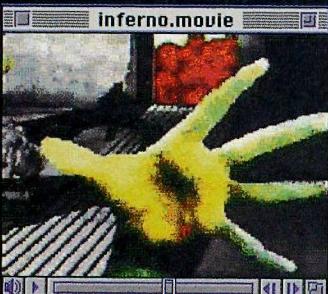
Desktop

"Trash Can Camo" by Tom Ostromecki

A staff favorite just on sheer outrageousness, Ostromecki's tiled trash can icons made us laugh out loud. It also made our eyes hurt—some of us anyway. So now tell us Tom, just which one is the real Trash?

Fourth Runner-Up

Desktop

"Lizard Eye" by Patty Minardi**Grand Prize**

QuickTime Movie

"Inferno" by Csaba Tamasi

In this stirring movie, Tamasi combines images and an original soundtrack to create an insight into his idea of a modern day hell—Hitler's Nazi Germany. Tamasi created the movie after reading Dante's "Inferno" while in college. It took a variety of programs, including Adobe Photoshop, Strata Studio Pro, Adobe Premiere, Adobe After Effects, Fractal Painter, Adobe Illustrator, Macromedia SoundEdit Pro, and eight months to complete. Tamasi recently started a job as a graphic designer and 3D animator with Vertigo, a software company in Vancouver, BC.

What's he going to do with his Mac? "I'm going to enjoy it," says Tamasi. "I'm just going to use it to death."

First Runner-Up

QuickTime Movie

"Time Link" by Mike Frager and friends**Second Runner-Up**

QuickTime Movie

"Valentine" by Matthew Lindberg

In this funny, wonky movie, an evil virus named Beta Gates tries to travel back in time to steal ideas that he can use to get rich in

his current day. In order to prevent this from happening, our hero, the Time Daemon, must beat the virus in a remote game of Pong. The concept was created by three 14-year-old Oxford, Ohio residents during their summer break.

First Runner-Up**"PhenomeNah"** by Chris Hart

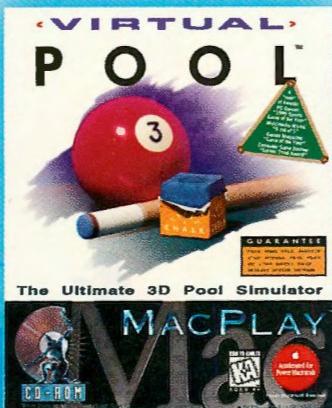
This happy, little tune comes from Manchester, Connecticut resident, Chris Hart. His creation is a weird merging of a Star Trek: Voyager episode and various Sesame Street flashbacks. You can hum along, too!

Second Runner-Up**"What the...."** by Mike Miller

"We've secretly replaced Bob's Macintosh with Windows 95. Let's see if he can tell the difference..."

"What the hell is this crap?" Need we say more about this "Folgers' Moment" entry?

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They're cheap, they're fun, and they're heeere. They're Live Objects.

by David Reynolds



Although their new name sounds a little creepy, Live Objects (formerly OpenDoc parts) have arrived and are anything but creepy. These compact programs do incredible word processing, display dynamic 3D charting, and make spiffy interfaces through custom buttons. And they're finally starting to appear on the market. Eleven Live Objects or OpenDoc container applications are now shipping. Several more should be available by January.



FIND OPENDOC
and several
Live Objects
on The Disc.



Illustration by Blake Thornton

If you're not familiar with OpenDoc yet, you should be (see the premiere issue of MacAddict for "OpenDoc Rocks," an article that fully explains this new Apple technology—Sept./96, p36). OpenDoc will become more tightly integrated with the Mac OS as time goes on, and some heavy (but not well-known) hitters have stepped up to take advantage of this technology. Think of OpenDoc as the ultimate incarnation of drag and drop. In an ideal OpenDoc world, there are no applications. Instead, you build your documents from the ground up, dropping in a text part here, a spreadsheet part there, a charting part elsewhere, all linked to each other, and the Internet if so desired, for real-time updating.

Because of its open nature, OpenDoc has tremendous potential. OpenDoc is now available for the Mac OS, OS/2, and Windows—that's right, Windows. IBM introduced a beta version of OpenDoc for Windows at Macworld Expo in August, so expect Live Objects that can cross the Microsoft barrier to appear in the next six months. Aside from Apple and other OpenDoc partners such as IBM throwing their considerable weight in a favorable direction, OpenDoc will continue to grow for three reasons: the parts are inexpensive (because they do only one thing); they let you do things you can't do with application-based software; and they are just plain fun.



Cheap, Cheap, Cheap

Because software developers can concentrate on doing only one thing while making a Live Object, the part sizes tend to be small and so do the prices. Live Objects sell for between \$14.95 and \$150 (with a median of around \$40 to \$50). That's much cheaper than their application-based counterparts.

Under \$20

Such inexpensive software usually is the equivalent of a first-person texture-mapped shooter done in HyperCard—overpriced for its value. Not so with Live Objects. For under \$20 (srp) you can buy these four parts that do nifty things in any OpenDoc document:

- **SoftLinc's Lexi.** This \$19 spell checker lets you check text spelling by merely dragging the text onto the part. Add Lexi to any word processing Live Object, and you've just added a practical feature for peanuts.
- **Corda Technologies' CGraph and CTable.** This pair of parts creates, respectively, graphs and tables. For \$19.95 each, these components add spreadsheetlike functionality to any OpenDoc document.
- **Hutchings Software's Rapid-I Button.** This nifty part lets you create custom buttons that can use pictures, text, and other Live Objects for their appearance while providing more flexibility than its Apple-spawned counterpart. All that for only \$14.95.

\$20 to \$50

Most OpenDoc parts can be had for under \$50, which is considerably less than the price of many applications on the market. As an example of how Live Objects can save money while providing only the features you need, take the word processor. If you need text formatting and spell checking but don't need outlining, buy WAV (\$49) and Lexi's basic spell-check part (\$19) for a total expenditure of \$68. If you change your mind and decide that you want to add outlining, buy Outliner (\$29), bringing your total to \$97. Under \$100 for a word processor that can do all this and has built-in Internet access through Cyberdog? Believe it, bub. It's true.

- **Digital Harbor's WAV.** It's parts like this that make us really wish Apple had come up with a different, more-powerful-sounding term than "part." This \$49 word processing tool offers features that you can't get in word processing packages that cost twice as much.
- **SoftLinc's Lexi.** This deluxe word-services package provides a spell checker, a thesaurus, a translation dictionary, and verb conjugation—and has been optimized to work with WAV. How much? \$45.
- **Eclipse Services' Outliner.** For \$29, you can get your hands on Outliner, which creates traditional outlines or incorporates Live Objects into its outline.

\$50 and Up

Once the price tops \$50, you enter the realm of container applications or application/part combinations. These are more like the traditional applications that can either take advantage of OpenDoc parts or create content that can be used in OpenDoc documents.

- **Totally Hip's Web Painter/Sizzler.** This combination product (\$99.95/free viewer) lets you create animations, which you then can view in any OpenDoc document (provided the viewer is present).
- **ClarisWorks, Nisus Writer, WordPerfect, and WorldWrite.** All of these popular applications will support OpenDoc by the end of 1996. (You might have noticed that Microsoft Word isn't on this list. Well, a technology called Component Glue will eventually let Word contain parts that are OLE-aware—parts that recognize OLE, Microsoft's competitor to OpenDoc).

These aren't the only players in the OpenDoc game. Apple will offer a collection of Live Objects for Macs by the end of the year. The Apple Live Objects Essentials Kit for Mac OS (the name just rolls off the tongue) will include basic text and graphics creation tools as well as support for the QuickTime flavors and PICT, GIF, JPEG, and TIFF image file formats.

Wow, Mister Wizard, since they're such a great value, how do I buy my Live Objects? Although you may see Live Objects in the stores, expect to see them sold over the Internet in an experiment in digital commerce. Several wired distribution paths have opened up. You will be able to purchase Live Objects at Kantara's PartBank (<http://www.partbank.com>); it maintains a library of objects available for purchase. You should also be able to purchase them from CNET (<http://www.buydirect.com>), where you can also buy browsers, plug-ins, applets, and Internet utilities.

Brand-New Features

OpenDoc lets you do things that you can't do in traditional applications, such as:

- Open a Web page inside your word processor.
- Drag and drop a QuickTime movie into your spreadsheet.
- Create your own control module that has an audio CD controller and buttons for your favorite Web sites and applications.

Just try to do these things with your non-OpenDoc applications.

With WAV, you can access the Internet (mail, news, World Wide Web) through Cyberdog, and drag and drop images and text directly into your WAV document. Want to include a QuickTime movie in a spreadsheet (for some unfathomable reason)? Again, it's as easy as drag and drop. But you can be even more creative. By cleverly scripting some Rapid-I Buttons, you can make a control module that links to your favorite Web sites and launches your most-often-used applications. If you drop a CD controller onto the document, you can play your favorite audio CDs, too. Just drop the control module document onto your Startup Items folder, and it will come up every time you start your Mac.

They're Just Fun

Live Objects are just plain fun, kind of like Legos. The reason they're fun is the freedom that OpenDoc technology allows. Remember the first game you poked around, doing things that the developers might not have had in mind? You can do the same thing with Live Objects. Because you can add any Live Object to almost any document, you may be able to do things that surprise even you. Take Apple's advice: Mix and match Live Objects to your heart's content.

OpenDoc Glossary

CILabs: The independent standards body that puts OpenDoc parts through grueling, torturous tests so that they can proudly bear the Live Objects name and logo. See also Green Berets.

Component: Overly technical word for a software part. Used primarily by those with a slight inferiority complex who try to compensate by using big words.

Container: A part that can hold another part, much like a bottomless piece of Tupperware.

Container Application: An application that can hold an OpenDoc part and has several other functions that almost no one will use.

Editor: A piece of OpenDoc software that allows you to view and change the content of a part.

Embed: To put one part in another is to embed it. In the event of a Type 11 Error, it's like embedding a straw into a tree in a tornado.

Live Objects: The vaguely Twilight Zone-esque new name for OpenDoc parts after a focus group determined that no one knew what the hell OpenDoc meant.

Remember, only OpenDoc parts certified by CILabs can be called Live Objects.

OpenDoc: The name of the technology that gives life to Live Objects.

Stationery: A never-ending source of an OpenDoc part. Works like conventional Macintosh stationery.

Viewer: A piece of OpenDoc software that allows you to view the content of a part, kind of like a View Master.

DAVID REYNOLDS has more than eight years of experience in both print and broadcast journalism. David was amazed to find out that Sweden has the largest number of OpenDoc developers in Europe. If only buying parts for his new motorcycle (yes, it's a Harley) were as easy (and cheap) as buying Live Objects, he'd be a happy guy.

Who Makes It What It's Called What It Costs When It Ships What It Is Why It's Cool Where to Get It

Adréaline Numbers

PRICE: TBD
SHIP DATE: January
CONTACT: 418-658-9909;
<http://www.adrenaline.ca>

A spreadsheet part with 149 functions and several file filters, Numbers can get and display live information such as stock quotes across a network.

Adréaline Charts

PRICE: TBD
SHIP DATE: January
CONTACT: 418-658-9909;
<http://www.adrenaline.ca>

The Charts program uses QuickDraw 3D to produce 25 kinds of stunning 3D graphs that are drag-and-drop easy. Graphs can be twisted and turned in space while being continuously updated with changing Adréaline Numbers data.

Amplified Intelligence 3DogVR

PRICE: TBD
SHIP DATE: January
CONTACT: 916-737-1550;
<http://www.amplifiedintelligence.com>
3DogVR (great name!) lets you navigate 3DMF files (and possibly VRML 2.0 files) and supports stereo viewing. You can drag URLs onto 3D objects to link them to the Internet.

BareBones Software BBEdit

PRICE: free
SHIP DATE: Available now
CONTACT: 617-676-0650;
<http://www.barebones.com>
This serious, powerful text editor does speedy search-and-replace operations on large quantities of text. It uses "Grep" pattern-matching rules to increase the power of text searches. As a part, you can use it to work on source material within a CyberDocument.

Corda Technologies CGraph

PRICE: \$19.95
SHIP DATE: October
CONTACT: <http://www.corda.com>

This graphing part uses drag and drop to make custom graphs. Data can be graphed from another part or can be entered directly into the graph. Because it's also a container, CGraph can hold other Live Objects for extensive customization. Imagine putting a graph into your word processor and then putting your word processor into that graph (say, for annotating).

Corda Technologies CTable

PRICE: \$19.95
SHIP DATE: October
CONTACT: <http://www.corda.com>

The companion part to CGraph, CTable uses a variety of borders and fill styles to create custom tables for OpenDoc documents. Links can be set up between CTable and CGraph to provide updates to graphs when the table is updated. CTable is also a combination part/container.

Digital Harbor WAV

PRICE: \$49
SHIP DATE: October
CONTACT: 801-785-2115;
<http://www.dharbor.com>

WAV is a 1.4MB word processor with nifty features that you won't see in any other word processor. WAV supports several file formats, including RTF, HTML, and Word, and has a built-in Cyberdog tab. Other functions include a dynamic cursor (click on the middle of a blank page and the cursor appears there) and dynamic text wrap (drag an object around a page and the text flows around it on the fly).

Eastgate Systems Web Squirrel

PRICE: \$49
SHIP DATE: Available now
CONTACT: 800-562-1638;
<http://www.eastgate.com>
As its name implies, Web Squirrel collects and stores

Internet resources in its little digital tree. It creates maps of Internet resources that can be embedded in OpenDoc documents. The maps work with Cyberdog to automatically update themselves. And it uses agents, and those are pretty hip.

Eclipse Services Outliner

PRICE: \$29
SHIP DATE: September
CONTACT: 610-352-6800

Outliner does what it sounds like it might do—outline. Live Objects can be dropped in, allowing you to create an outline made of all kinds of information. Outliner will be included in the upcoming collection of Live Objects sold by Apple.

Hutchings Software Rapid-I Button

PRICE: \$14.95
SHIP DATE: Available now
CONTACT: <http://www.hutchingssoftware.com>

This part deceptively acts like other OpenDoc buttons, but it's more flexible than its Apple-spawned counterparts. You can change how Rapid-I Buttons look when clicked; they can have text, pictures, and other Live Objects as labels (for example, a Sizzler animation can be used as a link to an animation Web page); and they can play sounds, run AppleScripts, and open files or folders in the Finder as well as open CyberItems or query databases.

MetaMind Page Composer!

PRICE: \$25 (Lite), \$50 (Grand)
SHIP DATE: October (Lite),
January (Grand)
CONTACT: 415-381-8063;
<http://www.nbn.com/people/minds>

Page Composer! works like a conventional page layout program, providing a canvas area, zooming, guides, rulers, and a tool palette. You place text and graphics by dropping Live Objects onto the page as opposed to drawing text boxes and importing graphics. The Grand version includes multipage sections and AppleScript support.

OnBase Technology DragNet

PRICE: \$39
SHIP DATE: Early 1997
CONTACT: 714-830-5682;
<http://www.onbasetech.com>
DragNet lets you drag and drop URLs to and from a bookmark list. As a part, it replaces Cyberdog's notebook. It adds organization features that Cyberdog's notebook lacks.

SimCalc Parts

PRICE: free
SHIP DATE: Available now
CONTACT: <http://tango.mth.umassd.edu>

These parts are actually six components that teach mathematical concepts involving motion simulation. They cover particle trajectory; graphs and digital readouts of position, velocity, and acceleration; and the ability to drive a particle with a mouse or an equation. A document, SpeedWay, puts these parts together to allow you to drive, ride in, or view a car in a 3D world. These parts are optimized to work with WAV.

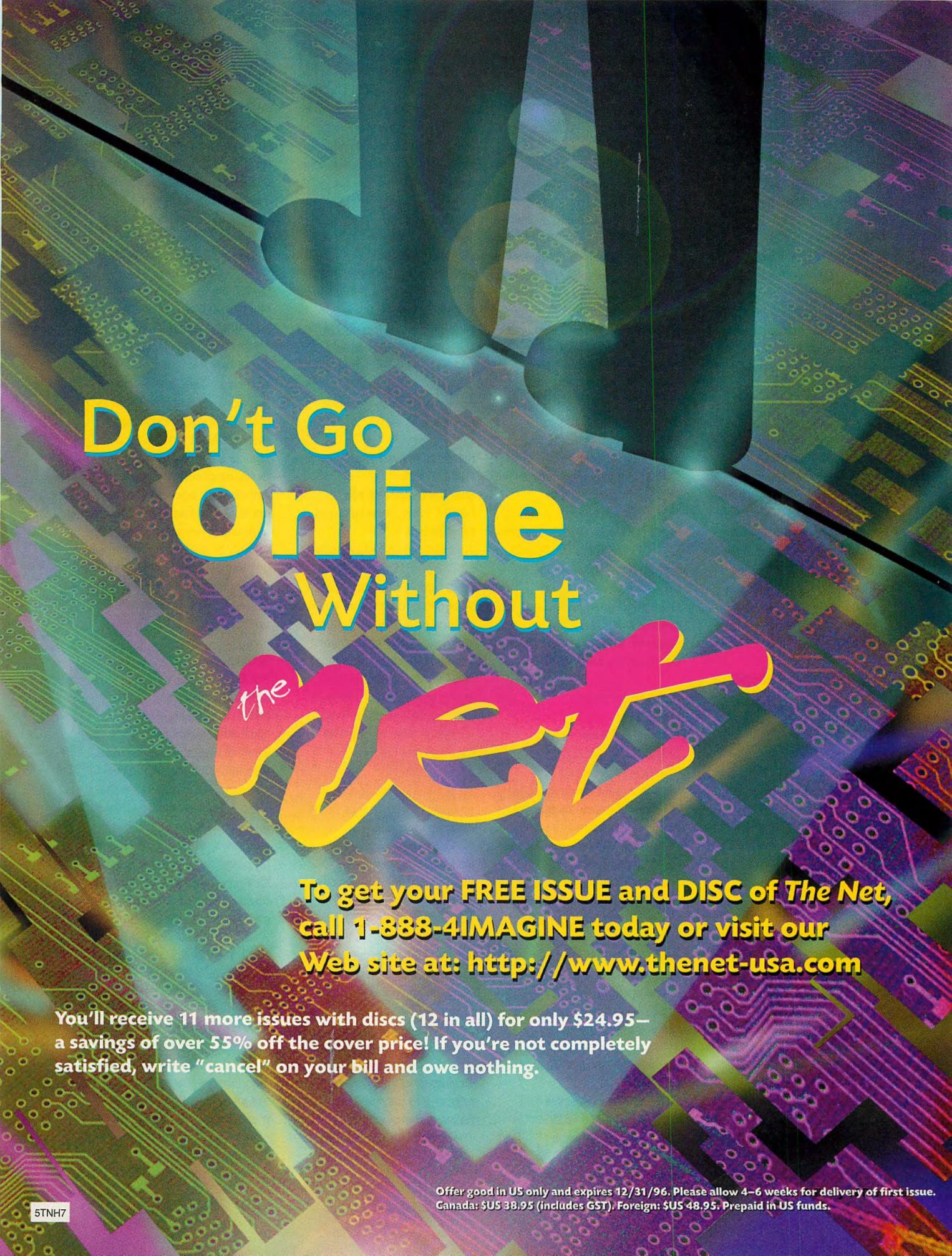
SoftLinc Lexi

PRICE: \$45 (suite)
SHIP DATE: October
CONTACT: 941-642-7979;
<http://www.softlinc.com>

Lexi includes a spell checker, a thesaurus, a translation dictionary, and verb conjugation features. It works with Live Objects that handle text and has been integrated with WAV. You merely drag and drop text onto Lexi and let the part go to work. The spell checker alone is \$19; the spell checker and thesaurus are \$29.

Totally Hip Web Painter/Sizzler

PRICE: \$99.95
SHIP DATE: Available now
CONTACT: 604-685-6525;
<http://www.totallyhip.com>
Web Painter is an application for creating animations; Sizzler is the viewer that lets you see the animations in your document. These animations look simply stunning even if they are just hanging out on an OpenDoc document. ▀



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reviews

Carnage Forever! Marathon Infinity—need we say more? Oh, and useful stuff, too.

CorelDRAW 6 Suite

DEVELOPER: Corel

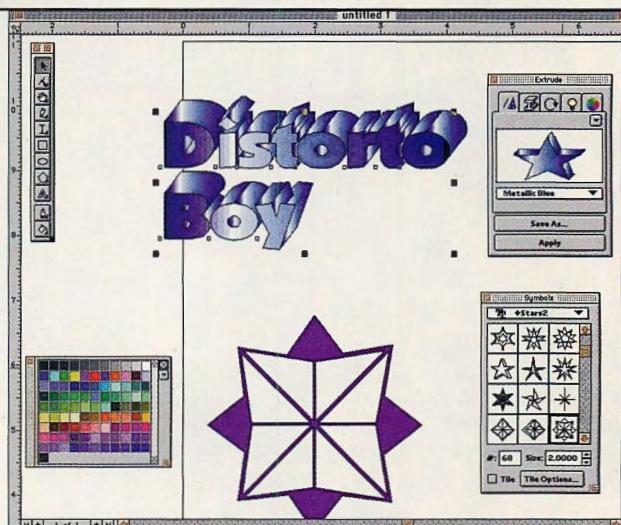
CONTACT: 613-728-8200; <http://www.corel.com>

PRICE: \$595 (srp)

REQUIREMENTS: PowerPC, System 7.5 or later, 20MB of application RAM, 40MB of hard drive space, 256 color monitor with minimum of 640 x 480 resolution, CD-ROM drive

Windows software ports are, quite frankly, a pain. The undeniable advantage of the Mac OS is the ease and intelligence of the interface, and when an application slaps Windows-like boxes all over the place, the user has to fight to accomplish the simplest tasks. This goes double for CorelDRAW 6 for Macintosh. A friend who teaches a class on CorelDRAW every so often refers to it as "Satan's Drawing Software of Choice." We always did wonder who did the logo work for that Pentagram...

However, there are heavenly aspects of Corel's package. Priced at the same point as its Mac-based rivals (and single-function applications), Adobe Illustrator and Macromedia FreeHand, CorelDRAW Suite offers an abundant set of programs and files, clip art, fonts, and more. In addition to the standard CorelDRAW 6 package, the suite includes: Corel ARTISAN 6 (a pixel-based image-editing program that supports most Photoshop plug-ins); CorelCHART 6 (a surprisingly robust graphing package); CorelDREAM 3D 6 (a rebadged version of Fractal's Ray Dream 4.0); CorelMULTIMEDIA MANAGER 6 (an image database organizer similar to, but not as useful as, Fetch); CorelTEXTURE 6 (an easy and fun, albeit slow, texture generator); CorelTRACE 6 (which converts bitmap images into vector formats); MasterJuggler 2.0 Pro (a font organizer); and Corel WordPerfect 3.5. This last is the second-place word processor that just can't seem to gain ground on the behemoth Word, even though it's snappier, has an almost as robust feature set, and the entire world seems to hate/fear Microsoft. Whew. Got all that? And Corel is



Ooze and Extrude: Here's one thing CorelDRAW does, and does well. It comes with a huge collection of strange shapes, too. With other programs, you'd need another application to do this.

aggressively building inroads on the Macintosh. It is offering a \$149 "crossgrade" to current owners of FreeHand or Illustrator. It seems Corel is wagering that Mac users will be so tempted by the value that they'll grab the package just in case they may want a few elements from this rather heavy box.

Still, CorelDRAW 6 is the main ingredient of the package, and the entire package "value" is rooted in how good this particular piece of software is. CorelDRAW 6 is the PC world's king of drawing software, with Adobe Illustrator version 4.1 for Windows a distant second, and Macromedia FreeHand 5.5 for Windows lagging far behind. Has the PC world been onto something that we in the Mac world have been missing?

Well, CorelDRAW isn't lacking in any significant areas, but neither does it have any features so outstanding that it will lure you from the drawing application with which you're currently happy. It is, to twist a phrase from developers, feature-compliant to high-end illustration software.

The more critical area in which CorelDraw doesn't quite live up to Macintosh standards is all too predictable: interface. It doesn't seem that the Corel engineers and development team spent any time at all with other Macintosh graphics applications, it's as though the research done was just for the sake of seeing what worked for Mac OS folk. Instead, Corel has taken the high road and figured it would be better to teach us something about

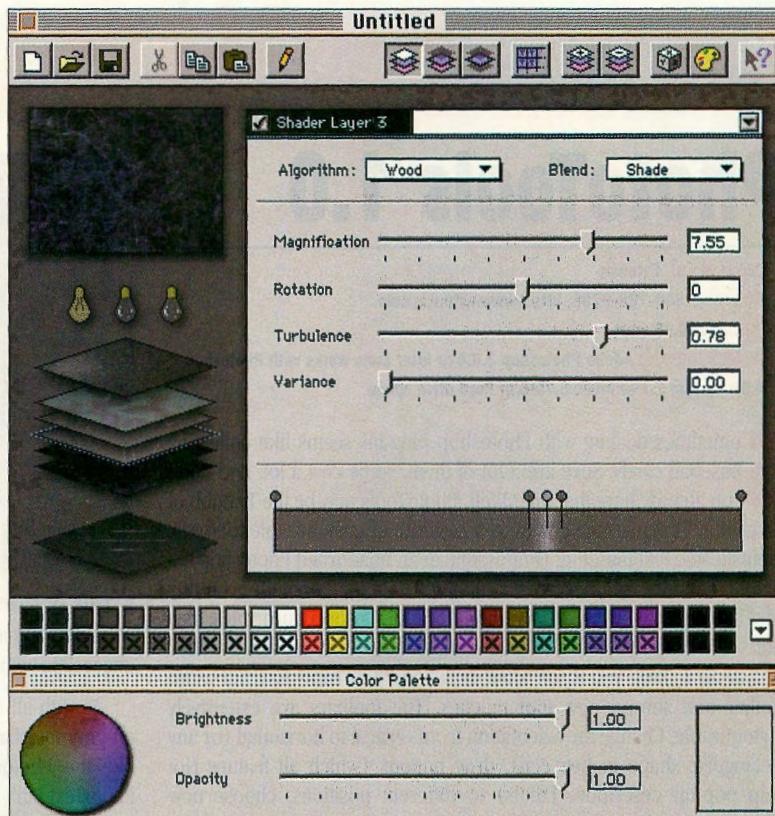
What Do You Want?

What does CorelDRAW have that Illustrator and FreeHand don't?

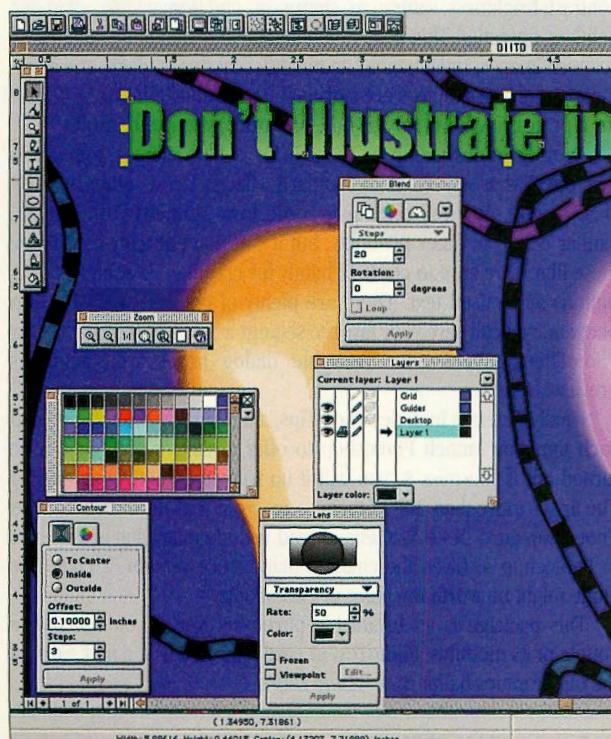
- PowerLines that create predefined, tapered lines that simulate drawing with a pressure-sensitive tablet.
- Extrusion
- The ability to turn outlined type back into editable type
- Custom print styles
- ... however, CorelDRAW lacks these features that both Illustrator and FreeHand have:
- Floating text palette
- Pressure-sensitive support
- Knife tool for slicing paths
- Support for 3rd-party plug-ins (bitmap and vector)
- Bitmaps generated from vectors
- Custom dashes on strokes
- Print individual layers

software usability. To that end, it won't take more than a few minutes of zipping around in CorelDRAW 6 for a typical Mac user to start cursing and spewing out profanities because nothing seems to work. Let's start with what Corel tried to do to make a Mac more like a PC. First, since we poor Mac users don't have a right mouse button (we'll take our carpal tunnel via the keyboard, thank you), pressing the control key flips the mouse button into right mouse button mode. This is useful for Windows junkies who miss their extra mouse button, but not for anyone else. Corel has also managed to retain (and possibly increase) the annoying flicker that occurs when you draw with any tool, or move an object around the screen. Actually, you don't really "move" anything. You move a generic rectangular marquee instead, which takes some getting used to. Want to switch tools? How about the old DOS convention of tapping the spacebar? And then there are the giant squares for handles that pop up when an object is selected and hide big chunks of the illustration.

Palettes are everywhere for everything... sort of. Other programs without tabbed palettes such as Illustrator and FreeHand (pre-v.7) can effectively turn drawing into a game of hide and seek, but when you're editing text, it would be nice not to have to pull up a modal dialog box as you have to in CorelDRAW 6. There doesn't seem to be any regularity to why a particular function is a palette, and how the palettes are set up. Possibly the most annoying thing about these palettes is



LAYERS UPON LAYERS: With CorelTEXTURE's fairly straightforward and sensible illustration (see the layers on the left), even novices can build fairly complex textures. It's still slow, though.



A PALETTE FOR A ZOOM? Not only does CorelDRAW eliminate many standard keyboard shortcuts, and change icon usage, but if you try to uncover any of your art by moving a palette, you'd better be ready for a full screen redraw.

that moving them causes a screen-wide redraw. Between that and the flicker problem described above, Corel might want to consider affixing an epileptic seizure warning label to the box.

The software is solid overall, opening Illustrator documents with which even FreeHand struggled, and performing fairly complex transformations and other operations without a serious crash. Also, it seems to be uncrashable—we tried, and tried hard, but CorelDRAW wouldn't break. Unfortunately, many complex operations tend to be slow. Really slow. Even on a very powerful Mac. It's difficult to ascribe this to anything but bad porting.

What if you threw a party and nobody came? Corel should be asking itself this, as it has managed to deliver an exceptionally valuable set of tools at a low, low price, if you do one of those cool "crossgrades." Unfortunately, all the software (with the exception of WordPerfect, which was excellent before Corel acquired it) has a WinTel aftertaste to it, which is certain to turn off Mac users. Will Illustrator or FreeHand users switch to CorelDRAW for the Macintosh? Not likely. Much more likely is the reverse—if Adobe ever gets on the ball and releases a current version of Illustrator for Windows.

The final warning: A complete installation of CorelDRAW 6 Suite takes up 240MB on your hard drive. Yeah, a quarter-gig. The CorelDRAW application folder is 43MB of that. Microsoft is finally number two in at least one area... —*Ted Alspach*



GOOD NEWS: Value for crossgraders. Includes the excellent WordPerfect 3.5. Stable and functional. Opens Illustrator 5 files.

BAD NEWS: Slow; a memory and storage hog. Quirky Window/DOS-like interface. Flicker mania quickly gets tiresome.



reviews

PhotoTools 1.0

DEVELOPER: Extensis

CONTACT: 800-796-9798; <http://www.extensis.com>

PRICE: \$99.95 (srp)

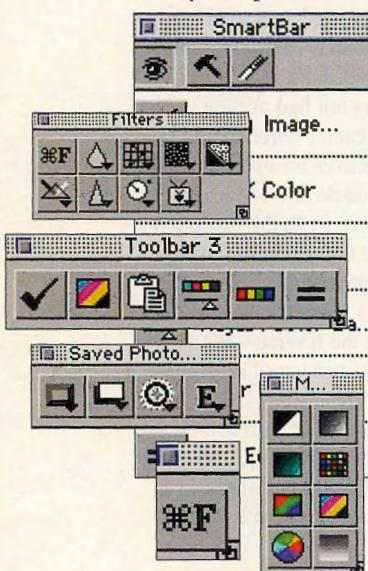
REQUIREMENTS: Adobe Photoshop 3.0.4 or later (also works with Photoshop

4.0); System 7.1 or later; 3.7MB of hard drive space

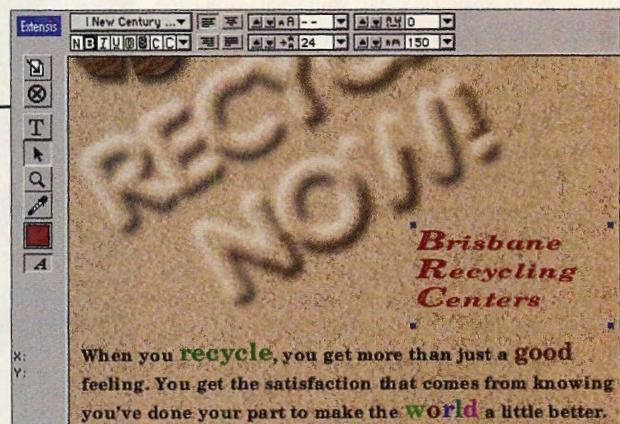
Sometimes dealing with Photoshop plug-ins seems like collecting baseball cards: Sure are a lot of them, some cost a lot, and don't you already have that one? Well, PhotoTools may be the Ty Cobb of the group. This package gives you a plethora of customizable toolbars, sophisticated text handling (impossible in an unadorned Photoshop), a "Lite" version of Extensis' one-step image-correction utility Intellihance, lots of tips from a bona fide Photoshop guru, plus four filters that simplify workaday tasks such as drop shadows and bevels.

The first thing you'll see after installing PhotoTools is a full-width toolbar and several new tool palettes. The toolbars are extensively customizable: Change the orientation from vertical to horizontal (or any rectangular shape in between), drag buttons (which all feature Hot Help pop-up descriptive labels) to different positions, choose new icons, or even paste in your own. Drag a toolbar to any edge of the screen, and it snaps to the edge and turns into a tool ribbon. Drag it away, and it turns back into a floating palette. What's more, PhotoBar buttons provide direct access to Photoshop commands, filters, and menus; load often-used files; and even launch other applications. Altogether, this is the slickest implementation of toolbars we've seen.

One palette, the SmartBar, has a neat trick: It "watches" what you're doing and remembers the commands you use most often—the Super Boomerang "most recent" principle applied to tools. A mouse click combines these actions in an independent toolbar. This is especially handy for repetitive work that involves a series of combined tasks.



THESE ARE YOUR HELPERS: But you don't need more than one or two on screen at any time, so don't panic. Hot Help lets you know what each button is as you pass the cursor over it.



IF THIS DOESN'T ROCK YOUR WORLD: then you haven't tried to work with text in Photoshop much. Any of these tricks is, basically, impossible without PhotoTools.

As with all the palettes in PhotoTools, PhotoText has a drab gray-on-gray interface that looks a lot like Windows (and, unfortunately, like the Photoshop 4 interface), though for all its nifty features, PhotoText isn't perfect. When using justified italic text, the text block gets cut off slightly at the right edge. (Extensis is aware of the problem and should have a fix by the time you read this.)

Intellihance is a free-standing utility that is marketed separately by Extensis. The Lite version in PhotoTools suffers little in comparison. Intellihance Lite scans your image and decides how best to enhance contrast, brightness, saturation, sharpness, and despeckling, all in one painless operation. This plug-in is smart: On a handful of dissimilar scanned images, Intellihance Lite ran different sets of filters, and about three out of four results were a distinct improvement. It's no substitute for a professional, but for the time and price, you can't beat it.

Another bonus group in PhotoTools is PhotoEffects, four filters that offer what are by now standard effects: bevel, emboss, drop shadow, and glow (all are a pain to do from scratch). You can find similar effects in other products, but if you don't already have them, these filters are sure to come in handy for creating 3D effects such as buttons and raised text. There are plenty of controls with which to play, and you can save your favorite settings as named presets. All four PhotoEffects filters offer resizable dialog boxes with generous preview areas.

Finally, Extensis includes PhotoTips, a little dialog box that pops up each time you launch Photoshop to offer a handy tidbit. (It can be turned off; if you miss it, you call it up from the PhotoTools menu.) The tips—more than 200 of them—are from well-known author and Photoshop guru Deke McClelland, and include many that are specific to Photoshop 4. Given the changes made since version 3, PhotoTips alone might be worth the price of PhotoTools.

This package is an invaluable purchase even if you use only a couple of its modules. PhotoText in particular makes it a new game at the old graphics ballpark. —Andy Baird

GOOD NEWS: Adds much-needed text tools, productivity-enhancing toolbars, and useful filters.

BAD NEWS: Bars and palettes can take up valuable screen real estate.



Macworld says

The Mac OS ought to
work this way.

Until it does,
there's

RAM Charger breaks down inefficient memory partitions to dynamically allocate memory where it's really needed. It's compatible with RAM doubling software, and pumps every System 7 Mac to run multiple RAM-hungry applications with more reliability.



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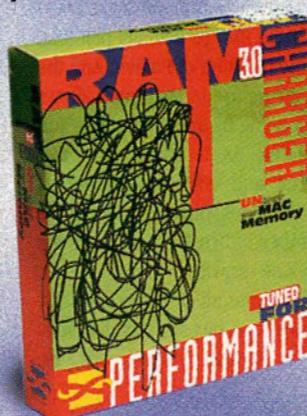
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at 1.888.777.5600.



reviews

Fractal Design Expression

DEVELOPER: Fractal Design Corporation
CONTACT: 800-846-0111, <http://www.fractal.com>
PRICE: \$199 (srp)
REQUIREMENTS: 68030, 12MB of RAM, pressure-sensitive tablet
 highly recommended

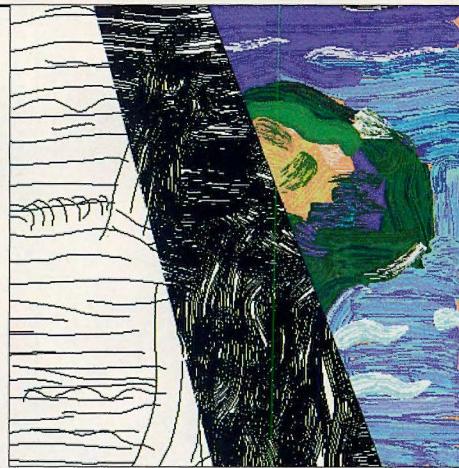
Imagine if Painter were a vector-based instead of a pixel-based program. Fractal claims that's what Expression is: an infinitely scaleable Painter. To some degree they're right, but unfortunately, not enough.

Expression is a natural-media path-based drawing program. It simulates various natural media such as brushes, pens, and pencils, through an ingenious use of stroke styles and stroke transparency. Each stroke type is actually a path-based object, which can be manipulated in ways a collection of pixels can't. Using the Paintbrush tool, you apply a stroke style to the page; if you use a pressure-sensitive tablet, the stroke can increase and decrease in width as it is dragged, creating an effect that resembles a brush stroke. Using the Painter-esque color selection palette, any combination of colors can be applied to a stroke style. The result: A remarkable imitation of anything from a sketch to an oil painting.

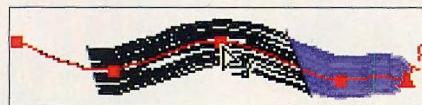
The resulting file can be transformed into a bitmap, or it can be saved in Illustrator 5 format for tweaking within your favorite illustration program (FreeHand or Illustrator, for example). In addition, you can save the Expression artwork as an EPS image that can be included in EPS-enabled programs, such as PageMaker and QuarkXPress.

The concept of painting with vectors is not new; both Illustrator and FreeHand have brush tools that vary in width when a pressure-sensitive tablet is used. But Expression's use of stroke styles provides a unique way for users to feel like they're actually painting, in the tradition of Painter. And the vector nature of each path allows for editing by dragging points and handles. As a bonus, you can create and edit any number of stroke styles, providing an infinite number of brush stroke types for any one drawing.

Despite all of these features, Expression has serious deficiencies. Mouse users will be



ANOTHER FINE ART MESS: Okay, it's not Realism, but still, the Path view (on left) and Wireframe (the black mess in the center) don't offer much insight into what your image (on right) is or will look like.



THE GUTS OF IT ALL: The wide brush stroke is what you see with Expression's brushes; the red line and the points form the underlying path.

frustrated to no end—a pressure-sensitive tablet is really the only way to take advantage of Expression's capabilities. The software ran slowly on a mid-range Power Mac with no progress bar when saving files. If you've used any stroke transparency, exporting to Illustrator turns your files into an uneditable (thousands of paths) nightmare.

Screen redraw is also poor—the Pen tool flickers as control handles were dragged out, and sections just disappeared when drawing at a high speed. No Hot Help appears for the myriad of tools, and the non-standard key commands add to the frustration (for example, there's no keyboard shortcut for turning the Zoom-in tool into the Zoom-out tool; you have to choose Zoom Out from the View menu). The path-only and wireframe views are next to useless; although they do save redraw time, they fail to show what you've drawn in any meaningful way.

That said, there is both immediate worth to this package and also quite a bit of potential. Expression creates brushstroke effects which are too cumbersome to make in Illustrator, and can be imported into Illustrator for use with other vector graphics. The potential for Expression to evolve into Painter-like status definitely exists (remember, the original Painter had no layers and fewer than a dozen tools), and should that potential be realized, Expression could be a major player in the graphics market.

Suggestion to Fractal: make this an Illustrator/FreeHand plug-in. Custom stroke styles could go a long way in either of these programs, and avoid all the interface problems. Of course, if Fractal doesn't make the Illustrator plug-in, maybe another developer will... —*Ted Alspach*



GOOD NEWS: Stroke transparency and natural media simulation is an innovative approach in the vector world.

BAD NEWS: Slow. Requires a tablet for proficiency.

Vectors, Pixels and Other PICTs

Vectors Outlines. Graphics formed with vectors are shape-based. These shapes are filled and stroked with colors. Adobe Illustrator, Macromedia FreeHand, and CorelDraw are vector-based graphics programs.

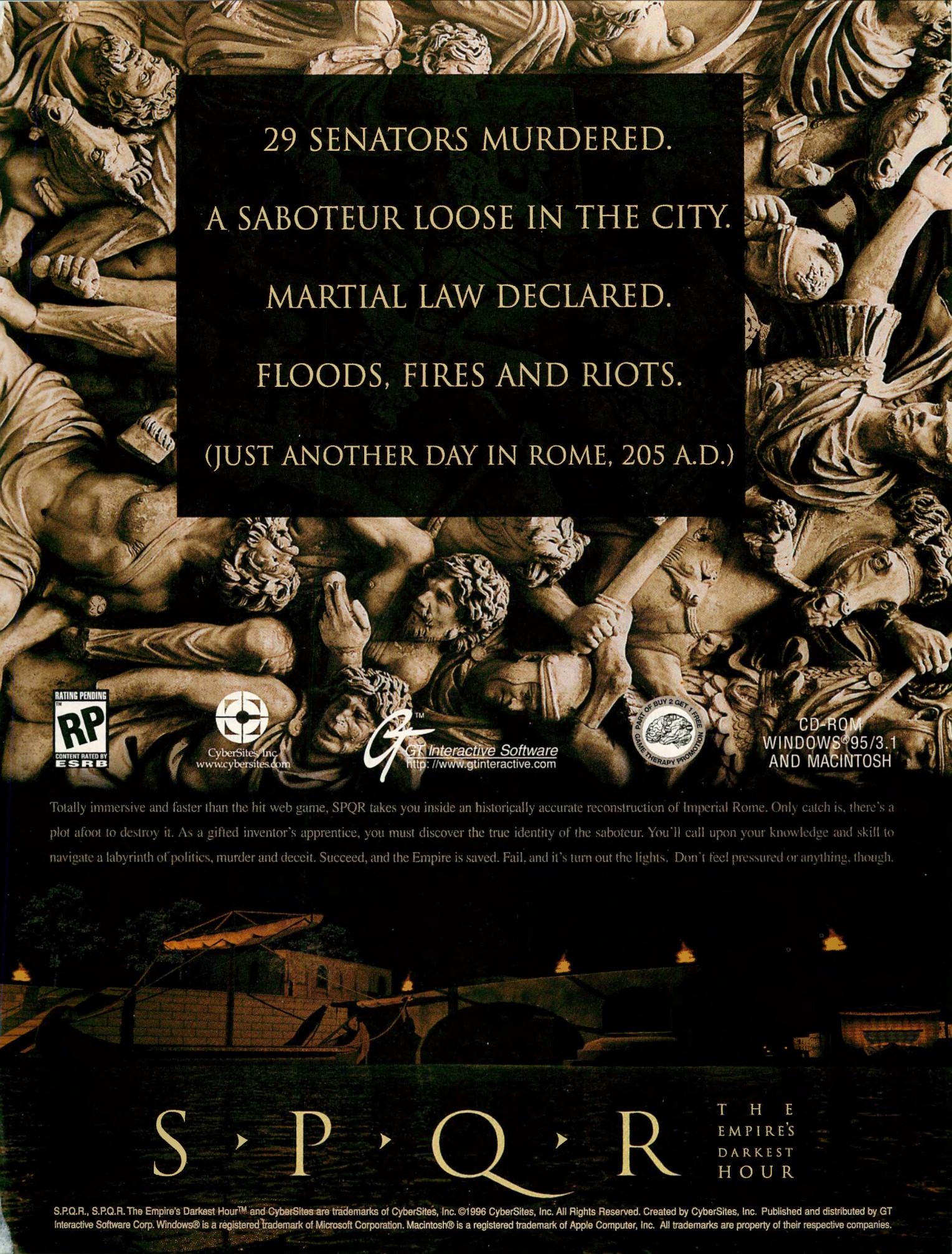
Pixels Little teeny-tiny colored squares that make up an image. Your Mac screen, for instance, has thousands of 'em. Photoshop is pixel-based.

Resolution How many dots or pixels per inch there are, measured horizontally by vertically.

dpi An abbreviation for Dots Per Inch. It's actually the number across one inch, not the total number of dots in a square inch.

EPS Encapsulated PostScript. A PostScript file that can be placed within another application document, usually with a preview (which, ironically, is PICT-based).

PICT Short for Picture. The on-screen standard file format for Macs. Not an abbreviation for Pixels In Constant Turmoil, though desktop publishers who have trouble printing the format from Quark believe it to be so.



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A SABOTEUR LOOSE IN THE CITY.

MARTIAL LAW DECLARED.

FLOODS, FIRES AND RIOTS.

(JUST ANOTHER DAY IN ROME, 205 A.D.)



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S → P → Q → R

THE
EMPIRE'S
DARKEST
HOUR



reviews

reviews

CyberPress

DEVELOPER: Extensis

CONTACT: 800-796-9798; <http://www.extensis.com>

PRICE: \$149.95 (srp)

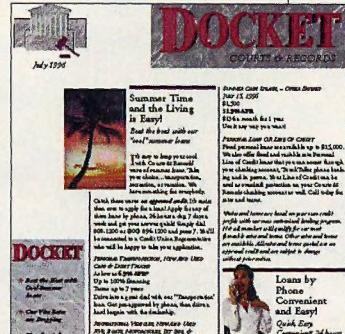
REQUIREMENTS: System 7.1.1 or later, QuarkXPress 3.32 or later, 16MB of RAM

Trying to put a square peg in a round hole usually ends in failure or worse. HTML simply was not designed for page layout, and designers who expect to post a meticulously made page to the Web are necessarily going to be disappointed. Yet it's so tempting—XPress can make such beautiful pages, and the Web shows pages... what is to be done?

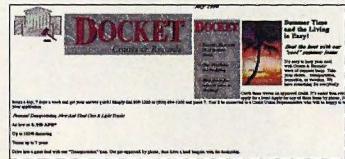
Extensis Corporation tries to save the day with CyberPress, a QuarkXPress-to-HTML export utility developed in cooperation with Astrobyte, creator of the considerably more powerful HTML converter, BeyondPress. Bundled with Adobe PageMill 2.0, CyberPress is intended to offer QuarkXPress users an inexpensive, easy way to convert (adapt, really) existing QuarkXPress content for the World Wide Web. By bundling this Xtension with the new version of PageMill, Extensis presents the entry-level Web publisher a means of extracting and converting the content in one environment and then fine-tuning it for ultimate publication on the Web in another.

The CyberPress XTension itself is simple and straightforward: It automatically generates a list of the document's contents (both text and picture boxes) as a list of icons in a floating Contents palette. This palette provides complete control of most of the program's functions, including setting preferences, and adding, deleting, or modifying elements. Elements can be dragged and dropped to rearrange, or pictures can be anchored to text by dropping an icon on one to the other before exporting. There are also palette functions available, without leaving XPress, such as adding line or paragraph breaks, date and time stamps, adding hypertext links, and text-to-table conversions—all vital to Web authoring. Adding an element, such as text or an image, to the Contents palette is as easy as highlighting, and then clicking a button.

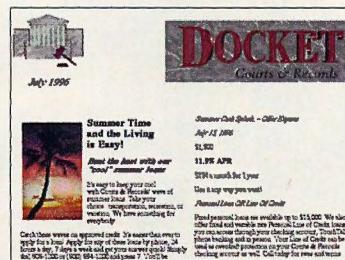
The list CyberPress generated for the newsletter document was complete and all of the elements, and the tools to modify them, were



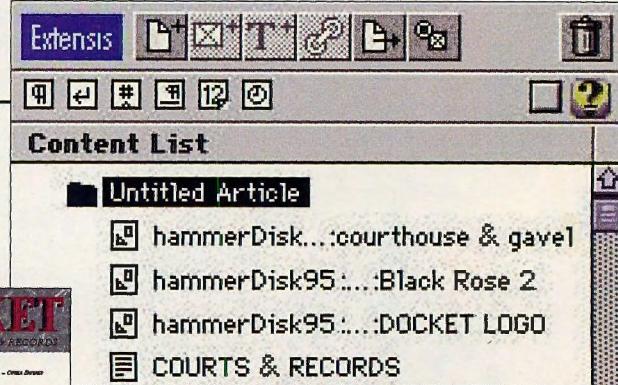
THIS IS THE WAY THE PAGE GOES: Here we see the original page in XPress...



... and here it is after a first pass through CyberPress...



... and here it is after a bit of tweaking in PageMill 2.0. And it's all bundled! Such a bargain!



THIS IS WHERE IT ALL IS: CyberPress finds every single box, text, or picture XPress document, and clearly displays them all in the Content List.

easy to access. When the converted document was viewed in a browser (Netscape or Internet Explorer), the original layout didn't magically appear in its original form or even in a form ready for the Web, but all of the elements were there: the Illustrator artwork, the photographs, and the text conversion maintained all of the original character formatting. It's not a one-step process, but instead a fast and easy way of, at the very least, preparing a good deal of the content for use on the Web.

CyberPress offers a few Web-prep tweaks (without going to PageMill, that is) prior to HTML export. In the Preferences dialog, you can specify GIF or JPEG as the default image format (of course, you can always reformat individual images) and select headline sizes. Giving the picture boxes a background of "None" makes them transparent GIFs. From the Contents palette a text subhead in the document can be converted to an image (useful to preserve a typeface from the user's default browser font) by using the pull-down menu automatically linked to that element. Also, while you're adjusting the layout it is easy to move back and forth between QuarkXPress and the browser, and quickly view the results of your changes. This is where the user will begin to see the limitations of CyberPress opposed to the more powerful BeyondPress, and Extensis' reason for bundling it with AdobePageMill, which helps with defining tables, adding a background, and creating links.

CyberPress' strengths are ease of use and minimal time investment. Coupled with all of the other functions this small utility provides and the equally easy-to-use (and vastly improved) Adobe PageMill, it's a great deal for an entry-level Web publisher with a lot of QuarkXpress content that needs to be published. Even for an experienced HTML author who wants to save time repurposing existing QuarkXpress content, the CyberPress Xtension alone will prove a solid solution. —Ralph Seymour

GOOD NEWS: Lots of functions. Easy to use. You don't have to take out a loan to buy BeyondPress.



BAD NEWS: If you absolutely have to have it, the upgrade to BeyondPress is still \$449.



You are here



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.

WE EXPECT YOU TO BE IN THREE.

... and here



... and here.



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<http://www.gtinteractive.com>



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SOFTWARE

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reviews

Pantone ColorWeb

reviews

DEVELOPER: Pantone

CONTACT: 201-935-5500; <http://www.pantone.com>

PRICE: \$29.95 (srp)

REQUIREMENTS: System 7.0 or later, 1MB of RAM, Apple's extensible color picker extension (included on the ColorWeb disk)

Hot Tip:

After experimenting with various colors in the picker, return to your original color or its closest approximation by clicking on the Old color swatch.

Our Web page graphics look terrific on your Mac but seem a tad sickly on an 8-bit monitor. Well, my friend, they're dithered. The 8-bit monitor has to approximate all but its measly 256 colors with this Georges Seurat-like technique. And it gets worse. The Mac shares only 216 colors with Windows; there, you're cheated out of 40 more colors. What's a creative Web designer to do?

You can avoid dithering, as well as shifting colors to nearby approximations (no matter what the monitor or platform), by using just those safe 216 colors. A free, if limited, solution is the browser-safe, 216-color palette from Lynda Weinman (<http://www.lynda.com/hex.html>). Unfortunately, it works only in applications that let you import a custom palette, such as Adobe Photoshop. Advice for serious Web authors: get Pantone ColorWeb 1.0. It's a one-trick pony with a terrific trick.

Drop ColorWeb into your System Folder, and the color picker in nearly every application—Claris Home Page, Adobe PageMill, Photoshop—automatically includes the 216-color, Internet-safe

Select foreground color:

N 10-01	N 11-01	N 12-01
N 10-02	N 11-02	N 12-02
N 10-03	N 11-03	N 12-03
N 10-04	N 11-04	N 12-04
N 10-05	N 11-05	N 12-05
N 10-06	N 11-06	N 12-06
10	11	12
[Color Swatches]		



YOU CAN PICK YOUR FRIENDS:
The ColorWeb picker can be used wherever the Apple color picker is available.

© Pantone, Inc., 1996

PANTONE N 10-02

palette. If you've already sampled a color in your application, ColorWeb offers the nearest approximation, dither-free. The package includes a printed fan-guide booklet of color swatches, which gives RGB, hexadecimal, and CMYK equivalents for each color.

We do wish the on-screen color picker displayed a bit more information, like the hex string (instead of having to go into the guide). And the sample Old and New swatches could be larger. It would also be slick if the system color picker's modal window would let us work while it was up. But now we're just nit-picking. ColorWeb is a tool whose time has come. —Joseph O. Holmes



GOOD NEWS: Extremely easy to use. Works as advertised.
Gentle price.

BAD NEWS: Unmovable modal window.

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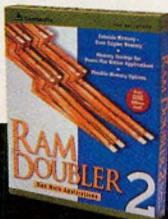


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reviews



PopupFolder

DEVELOPER: ASD Software

CONTACT: 909-624-2594; <http://www.asdsoft.com>

PRICE: \$39.95 (street)

REQUIREMENTS: System 7.0 or later

PopupFolder is an inexpensive, useful utility that makes navigating folders and files—both in the Finder, and in Open and Save dialog boxes—faster, easier, and more convenient.

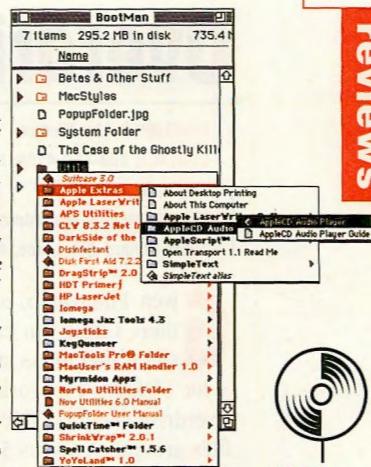
PopupFolder's main trick is, appropriately, to create pop-up folders in the Finder. Press and hold the mouse button on any disk or folder and up comes a hierarchical submenu of its contents. While still holding the mouse button down, slide the cursor onto any folder and a hierarchical submenu of its contents appears. In other words, you can view the entire contents of a disk or folder just by holding the mouse button down. This lets you navigate up to 16 levels deep without ever opening a single folder. There's also a Grab key that lets you move files or folders without ever opening their parent folders.

But wait, there's more: PopupFolder also spruces up Open and Save dialog boxes in several ways. It adds pop-up menus just as in the Finder, adds a special menu bar with your frequently used folders, enlarges the dialog boxes (reducing scrolling), adds a handy hierarchical title menu, and allows you to see custom icons. Other options

POPUPFOLDER'S MAIN TRICK (or treat) is pop-up folders in the Finder. Just hold down the mouse button on a disk or folder icon.

include a hierarchical Apple menu (alas, not much better than the one included with System 7.5, though it does let you choose your font), a perpetual PopupFolder icon in the menu bar for fast access to frequently used folders and files, and two types of "sticky menus."

Comparisons to Now Software's Now Utilities are unavoidable. Now Utilities does almost everything PopupFolder does—some things better, others worse—and a whole lot more. But Now Utilities also costs more than twice as much. If you're on a tight budget, or don't need the other features Now offers, PopupFolder is a solid and inexpensive utility that saves you time and trouble every day. —Bob LeVitus



FIND A
DEMO of
PopupFolder
on The Disc.

GOOD NEWS: Works as promised. Easy to use and get used to.

Inexpensive. Prompt tech support via e-mail.



BAD NEWS: Now Menus and Now SuperBoomerang are better implemented though more expensive.

NOW

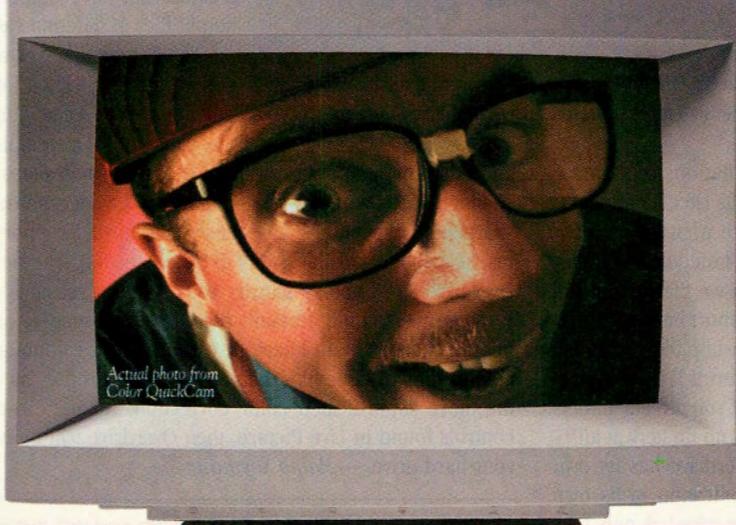
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Appear



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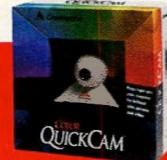
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reviews





reviews

Overdrive

DEVELOPER: Live Picture

CONTACT: 408-464-4200; <http://www.livepicture.com>

PRICE: \$149.95 (srp)

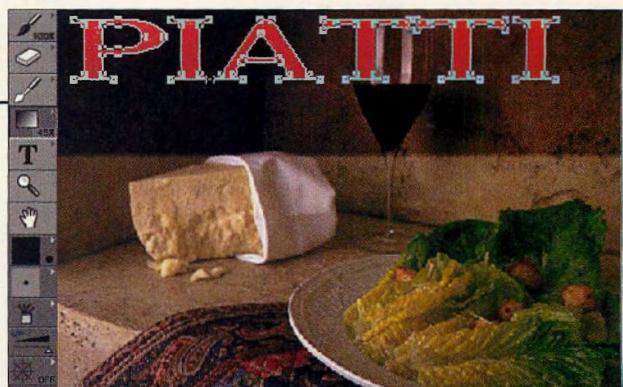
REQUIREMENTS: Macintosh Quadra or Power Macintosh, 18MB of free RAM, 10MB of hard disk space, 4MB of VRAM, CD-ROM drive

Given Photoshop, a fast enough Mac, and plenty of RAM, there's little you can't do with (to, on) an image. Granted, some alterations take longer than others, and some require a lot of fancy footwork. So, when Live Picture says that with Overdrive you'll be able to do a few new things, and push 50MB files around as fast as 5MB files, are they talking to the average graphics guy or just to the elite?

The answer is: to both. The value of real-time image processing regardless of file size and number of layers won't be lost on anyone who uses Photoshop. With Overdrive, Live Picture delivers its Functional Interpolating Transfer System (FITS) technology, found in its more feature-filled and expensive Live Picture, to a package that is comprehensive and very affordable. What FITS does, essentially, is keep in mind the mathematical algorithms of the filters and transforms you've applied to the image; your workspace is basically a big preview window. Only when you output the finished product does Overdrive apply everything you've done. The strength here is that you now have a complete Undo list of every move you've made. Just think: that useless Gaussian Blur you did, six steps ago? It's gone, without tossing all the work you've done since then. Also, there's the speed bonus—since you're not really working on 50MB files, but smaller representations of them.

The most appealing feature of Overdrive is its excellent integration with Photoshop. Those who are happy with what they already have or who just don't want to learn new tricks should note that they won't have to give up one for the other. Extensive file format and plug-in support makes image acquisition and export between applications simple. For example: importing a Photoshop file containing an alpha channel and converting it to Live Picture's IVUE format is quick and painless. As for the learning curve, if you already understand layered editing in Photoshop, Overdrive is no mystery at all.

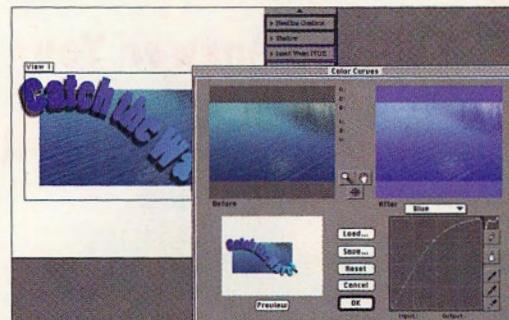
But enough about that other program. Overdrive has its own special abilities that make it a formidable application in its own right and not least which is its ease of use. Overdrive has only four operational modes: insertion, positioning, creation, and view. Tools, tool controls, a control bar, and a layer stack are presented in a clear and straightforward fashion in the Overdrive workspace.



GRADIENTS, PATHS, AND FETA: You can layer into Overdrive elements that you can't in Photoshop, such as path-based text.



CAN I TAKE THAT BACK? Overdrive is forgiving of old errors. All of the functions listed along the right of the workspace are individually undo-able, no matter what's come after.



DOWN BY THE RIVER: Overdrive's handling of color is at once simpler and more powerful than that of many applications.

and edge options, importing and exporting both paths and alpha channels, monochrome layers, multicolor layers, colorizing layers, sharpening/blurring layers, extensive file format support and plug-ins, scalability, and the use of IVUE correction. The flexibility that Overdrive's technology affords you, such as selective undos and reusable files, could certainly help when it comes to making last-minute changes to an image. If you want the real-time editing and compositing of large files that Live Picture provides, but don't need the more sophisticated color correction, separation, or masking controls found in Live Picture, then Overdrive will be welcome on your hard drive. —Ralph Seymour



GOOD NEWS: A lot of Live Picture's good stuff. High performance real-time compositing for the masses.

BAD NEWS: The manual is on the slim side. Serious hardware requirements.

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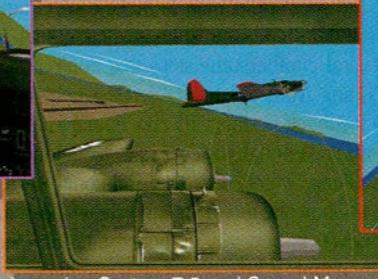
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Actual online screen shots



System Requirements: Any PowerPC Macintosh with 16 Mbyte RAM (or more) running System 7.5 and Sound Manager 3.1 (or later), 9600 baud Modem and Internet access (supports serial connection or TCP/IP using optional third party tools). Joystick recommended.

Interactive Creations Incorporated - 1701 West Northwest Hwy, Suite 220, Grapevine TX 76051, Voice (817) 424-5638 / FAX (817) 251-2228



reviews

TurboCAD 2D/3D

DEVELOPER: IMSI

CONTACT: 415-257-3000; <http://www.imsisoft.com>

PRICE: \$149.95 (srp)

REQUIREMENTS: Mac II or later or Power Mac; 4MB of RAM; 12MB of hard disk space; System 7. (recommended: Power Mac, 16MB of RAM, large screen monitor, plotter, or other large-format color printer)

If you are in the architectural, mechanical, electronic, technical illustration, or product design fields (or even planning to enter them as a student), you already know you need CAD (computer-aided design) capability to speed your work. But Mac CAD software ranges from under \$200 to well over \$4,000, and there's not much software in the midrange, so it's hard to know where to start.

For \$149, you can't go wrong with IMSI's TurboCAD, the least expensive true CAD software for the Mac. This is a full-featured program for serious drafting, with the numerical precision and wealth of drawing tools that CAD users require.

TurboCAD 2D/3D is actually two separate apps, one for 2D drafting and one for 3D. Of the two, TurboCAD 2D is the stronger program, and more easily mastered. It offers the CAD basics, such as line, curve, shape, and arrow drawing tools, drawing layers, snap-to-point cursors, precise shape positioning, and resolution-independent zooming and output. Version 3.0 offers redesigned floating tool palettes and a new tool bar; automatic dimensioning; menu-assignable macros for automating repetitive tasks; a new coordinates palette to enter absolute, relative, polar or 3-D coordinates for any shape; and one-step wall joining—a feature floor plan designers will love.

The extensive, drag and drop symbol library contains references for most common CAD tasks, including: electrical and electronic systems, residential and office buildings, computer networks, flowcharts, HVAC (heating, ventilating, air conditioning), landscaping, and mechanical parts (American and metric). For the mixed platform shop, TurboCAD is available in a Windows version, too.

TurboCAD doesn't deliver everything. Conspicuously lacking is an integrated relational database, which is standard in most other CAD programs. The ability to assign serial numbers and other information to a shape and store that data in a database is essential for generating material bills or parts lists directly from drawings.

TurboCAD 3D is not nearly as useful. Providing 3D modeling in a separate application is unsurprising, given the knotty problems of successful integration of 3D into a 2D design environment, but it's a mistake nonetheless. TurboCAD 2D already offers a basic 3D capability (you can, for instance, extrude a floor plan to make a wireframe 3D model of a house), but to shade and animate that model in TurboCAD 3D, requires several cumbersome steps that don't always work as expected [see "Going from 2D to 3D"]. Designers need immediate, hassle-free 3D feedback on their 2D conceptualizations.

Nor is TurboCAD 3D powerful enough to serve as a standalone 3D design/animation tool. Modeling, which uses the traditional orthographic projection (windows show the top, front, and right side of an object, plus an isometric view), is best for 3D house interiors and other boxy shapes; predefined tools and a library of 3D architectural parts help you create standard elements such as roofs, stairs,

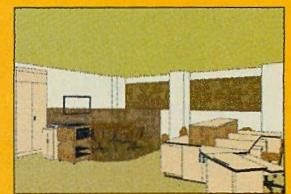
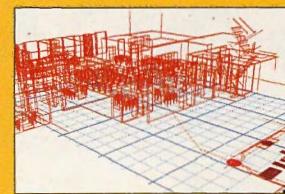
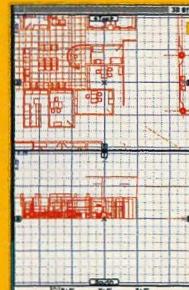
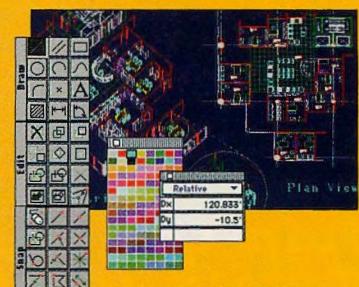
GOING FROM 2D TO 3D

TurboCAD 2D has a full range of tools for making complex, professional drawings. Turning those drawings into a 3D model isn't easy or especially rewarding, however.

1. First, save your 2D drawing, launch the TURBOCAD 2D/3D Converter program, and convert the file to TurboCAD 3D's proprietary .prs format. Wondering about how to use the Layer and Color mapping buttons? Sorry, they're not documented anywhere.

2. Open your drawing in TurboCAD 3D. It will come in as a wireframe with much of the color information lost. Work in the tri-view windows to assign colors and surface attributes to every object in the scene and to adjust your viewpoint, rotation, and scale.

3. After all that, what you get is just flat shading anyway. Shown is a sample rendered drawing from the TurboCAD tutorial.



kitchens, bathrooms, and so on. But complexly curved shapes are beyond the program's capacity. Finally, TurboCAD 3D does not support QuickDraw 3D hardware acceleration or the 3DMF file format. If serious 3D design is what you're really after, you'd be much better off with a dedicated 3D animation app that offers CAD precision, such as Virtus Walkthrough Pro for architectural work or Macromedia Extreme 3D for product design.

OK, so TurboCAD 3D is second-rate—for the majority of low-budget CAD users, 3D is gravy anyway. The TurboCAD package is still a bargain. For the price, you get a sweet little 2D CAD program and a comprehensive symbol library at half the cost of the nearest competitor. If you run a small design shop or architectural firm, or you just want to get some low-cost CAD experience before graduating to the majors, TurboCAD 2D can do the job. Leave TurboCAD 3D in the box. —Steve Anzovin

GOOD NEWS: Least-expensive full-featured CAD program for the Mac. Relatively easy to learn and use. Has a 5,000-symbol library. Cross-platform versions.

BAD NEWS: 3D-modeler poorly integrated with 2D-program. Subpar documentation of new features.



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reviews

reviews



FIND THE
DEMO of
Image
Alchemy PS
on The Disc.

Image Alchemy PS

DEVELOPER: Handmade Software, Inc.

CONTACT: 510-252-0101; <http://www.handmadesw.com>

PRICE: \$495 (srp)

REQUIREMENTS: 68K or PowerPC, 4MB of RAM, System 7.0 or later,
AppleScript (for scripted operation)



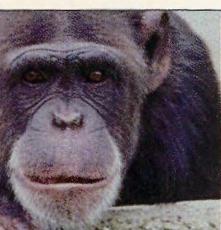
IN YOUR EYES: Saving a nice photo as a JPEG, there is little quality difference between Image Alchemy's 66K conversion (left), Graphic Converter's 121K file (center), and DeBabelizer's 176K file (right).

It's encouraging that Handmade Software has ported their formidable image conversion program from the UNIX platform to our land of Macintosh. Image Alchemy's purpose in life is to help you convert and compress graphic images across formats and platforms. And it is impressive how capable this program is: The platforms supported include not only Mac, OS/2, DOS, and all Windows types, but all UNIX flavors (from Linux to Solaris), and over 75 image formats. Also, Image Alchemy provides some basic

image-editing features, such as gamma correction, scaling, and flipping/mirroring. If you find that a CD-ROM or Web page seems murky when it is viewed on a Wintel box, this program could solve your problems. However, except for those Mac users who must deal with very exotic graphics not covered by other available applications, this program might prove to be too expensive and feature-shy.

Image Alchemy goes *mano a mano* with Equilibrium's DeBabelizer (currently the program standard for most graphics and multimedia professionals). How does it fare? Well, both good and bad.

In preparation for printing or multimedia it is often necessary to dither an image (reducing true color to a specific palette, or to black-and-white, for example) and Image Alchemy comes through with seven different dithering algorithms from which to choose (including stochastic, one of the most commonly used), each with their respective strengths (explained thoroughly in the documentation). Image Alchemy also provides more options in the image conversion process than DeBabelizer: For example, Adobe's Acrobat PDF format is supported and PostScript Level 1 and 2 files can be opened and manipulated and then output to various



SPOT THE MONKEY: The original PostScript image is above.



AN OVER-COMPRESSED file can ruin a picture.



BUT IMAGE ALCHEMY guides you to the best compromise of file size and looks.

PostScript devices. In addition, the standard 35 Bitstream Postscript fonts are included with Image Alchemy, to ensure uniform type from production to printing.

Image Alchemy is a boon to Web content producers. Although it creates the smallest JPEG image we've yet seen from any program (at a great loss of image quality), Image Alchemy also creates the smallest high-quality JPEGs and dramatically speeds Web page

delivery (see "Spot the Monkey"). Image Alchemy can also export images in all the GIF format options, including Interleaved (Interlaced), and Transparent (choosing the transparent color is a snap, to boot).

The image editing capabilities of Image Alchemy and DeBabelizer are nearly equal, but only the latter supports QuickTime palettes and is geared toward animation concerns. Although its interface can be kindly described as inscrutable (and more honestly, totally baffling), DeBabelizer is still, once mastered, a more powerful program than Image Alchemy for graphic production, giving the user two levels of functionality (simple and expert) and scriptable operation or batch processing (automation). Image Alchemy also provides scripting support via AppleScript but with DeBabelizer, these scripts are easily named and stored internally, and so are always available. Image Alchemy requires that scripts be stored in a folder external to the program. And more importantly, DeBabelizer gives you more control where you want it: you can approve each graphic individually during a batch process or let the program run automatically. And you can exit the batch processing parameter-setting window (the baffling one) at any time and still keep the settings for next time. With Image Alchemy, you quit the process, and all your settings are lost. Also unlike DeBabelizer, Image Alchemy does not ship with a built-in database of palettes—so to reduce and convert the colors of a graphic to the Windows System Palette, for example, the graphic must already be in that format in order to serve as the source palette.

No doubt, this is a heavy-duty, high-quality program. For the average Web person, putting up a page or two here and there, Image Alchemy is definitely overkill. A better choice would be the shareware program Graphic Converter (available on The Disc), which, though it can't handle dithering and file formats such as Lumena CEL or AVHRR, runs less than a tenth of Image Alchemy's price.

Still, Image Alchemy's manual describes in detail each of the more than 75 supported file formats and their variations, and Handmade Software guarantees that if Image Alchemy PS fails to open a graphic file, any graphic file, they'll personally do it for you! Though that's reassuring, it's an offer you'll probably never need to accept. —Richard d'Andrea



GOOD NEWS: Can convert from and to almost any graphic format in the known universe. Includes Postscript and Acrobat PDF support.

BAD NEWS: Much of this capability can be had cheaper.

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reviews

FutureSplash Animator

DEVELOPER: FutureWave Software, Inc.

CONTACT: 619-552-7680; <http://www.futurewave.com>

PRICE: \$249.95 (srp)

REQUIREMENTS FOR ANIMATOR: 68030 or better (68040 recommended), 8MB of RAM (16MB recommended), 5MB of hard disk space, System 7.1, mouse, graphics tablet, or compatible pointing device

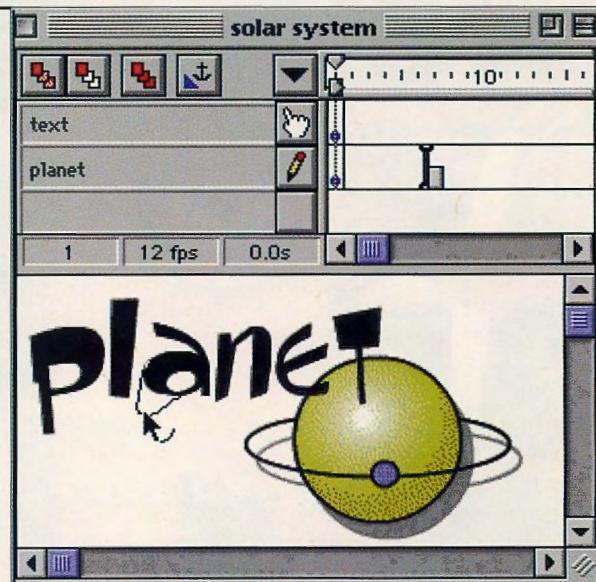


FIND A
DEMO of
FutureSplash
Animator on
The Disc.

If terms like Bezier, directional lines, and paths make you break out in a rash, this could be the product for you. FutureSplash Animator is a 2D graphics and animation product that helps you create vector-based interfaces and illustrations for Web pages without those awful production tools. But like most things that seem too good to be true, FutureSplash Animator also has a little hitch. This hitch can be summed up in a single hyphenated word: plug-in.

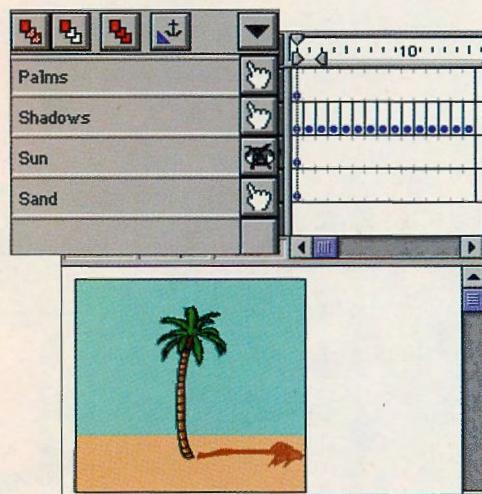
The FutureSplash Player—aka FutureSplash plug-in—is required on the end user's machine to be able to view FutureSplash files. (It is currently available as a Netscape plug-in at FutureWave's Web site and will be a Microsoft ActiveX control for Mac when Internet Explorer 3.0 is released.) If visitors to your site don't have the plug-in, all they see is the nasty little broken plug-in icon—an anathema for Web designers. But all hope is not lost: the creators of FutureSplash realized that very few developers are willing to create graphics in a proprietary (and still obscure) format, so the program allows animated file exportation in a variety of formats including animated GIFs, QuickTime, and DXF Still, for the best file compression and performance, you have to export to the FutureSplash (.spl extension) file format.

To understand exactly why an easy-to-use, vector-based tool is exciting, you need to understand a bit about the premise behind vector-based compression. Vector-based graphics are created by

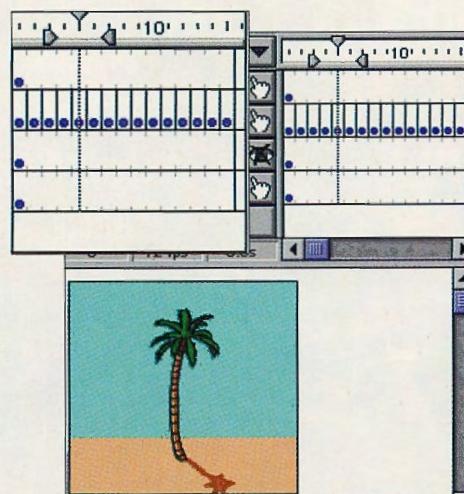


LOOK MA, NO HANDLES! With the magic of FutureSplash, all you need to do to alter a filled-path image is to click on an edge, drag, and the redraw and fill are automatic.

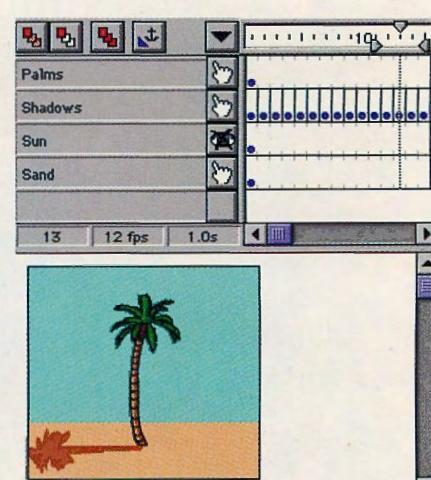
defining a number of attributes between two points. Objects and images are created by connecting lines from point to point and filling in closed areas. If you've ever seen wireframe 3-D model, you've seen a vector-based graphic. One advantage of this scheme is that you can actually zoom in on a graphic and it remains clean and unjagged (perfect for maps on the Web). On the flip side, there are programs, such as Adobe Photoshop, that are built on bitmap graphic technology—building images pixel by pixel.



a. Set elements of the animation into layers (à la Photoshop), to apply effects or moves to parts of your graphic, and turn layers on and off to simplify viewing.



b. The slider controls (as in Director) allow you to assign movement to elements on a frame-by-frame basis, and then view individual frames.



c. And then, as you play your animation, watch the sun roll by...

Vector-based graphics are exponentially smaller in terms of file size, and thereby much more efficient to use on the Web. After saving an animation into two different formats the GIF sequence weighed in at a hefty 79K, whereas the same animation saved as a FutureSplash file was lean and mean at under 20K.

FutureSplash's magic may sound familiar to those who know and love Macromedia Director (Shockwave), but there are a few key differences. FutureSplash does not support sound, Shockwave does. FutureSplash files start playing during download, while Shockwave files have to be downloaded entirely before viewing. FutureSplash animation and interactivity does not require scripting; advanced Shockwave files require knowledge of Lingo (Director's scripting language).

The procedure for uploading FutureSplash (.spl) files can be a bit daunting. First you must download and install the FutureSplash Player from <<http://www.futurewave.com>>. You must then contact your system administrator to have the Website server configured for FutureSplash. Though Shockwave also requires server configuration, its widespread acceptance may make it easier to convince your ISP to go that extra foot and a half. Just something to keep in mind if you're not running your site off your own server.

As an actual production tool, FutureSplash Animator makes creating vector-based images and illustrations fairly simple, especially when compared to the current generation of vector applications, such as Illustrator. In FutureSplash Animator you simply click and drag on an object's outline to change its shape. This gives you much more natural control over your creations.

Importing, editing, and animating from your favorite drawing programs is cake: FutureSplash supports Adobe Illustrator, PICT, AutoCad DXF, JPEG, and GIF file formats. Animation sequences that are created as sequences of GIF, EPS 3.0, Adobe Illustrator, DXF, JPEG, PICT, GIF, or QuickTime movie files are also welcome. If all else fails, and you can't find a single artistic bone in your body, pre-designed interactive buttons and animated clip art are also included.

FutureSplash provides terrific documentation and tutorials. Detailed interactive lessons walk users through a broad spectrum of FutureSplash production tactics. Drawing, animation, motion interpolation, button creation, and HTML basics are just a few of the areas that are covered.

On the horizon is a version of FutureSplash Player written completely in Java. Sound support will be implemented to enable synchronization of MIDI and digitized sound with FutureSplash Player animations, and increased browser support is on its way.

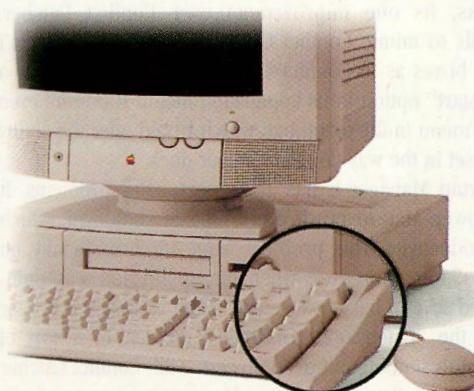
Overall, FutureSplash Animator is a solid Web production tool optimized for illustrators and animators, especially those uncomfortable with some of the more arcane vector tools. Just keep in mind: if your end user doesn't have the right plug-in, all those curves will take longer to display—and not all of us consider patience a virtue. —Heidi Swanson



GOOD NEWS: No more complex Bezier handles. Drag and drop curves and outlines.

BAD NEWS: Must use plug-in to get full benefit of FutureWave file compression.

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reviews

Now Utilities 6.5

DEVELOPER: Now Software

CONTACT: 503-274-2800; <http://www.nowsoft.com>

PRICE: \$89.95 (street)

REQUIREMENTS: System 7.1 or later, 8MB of RAM



FIND A
DEMO OF
Now Utilities
on The Disc.

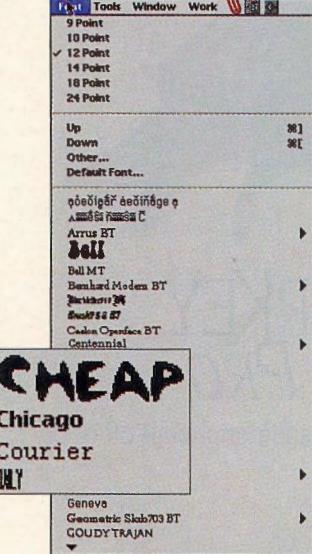
Now Utilities is almost legendary in the Macintosh world. In the ultimate in flattery, Apple has integrated several of its innovative functions into its own OS and plans to take others, such as Now Tabs, into its elusive Copland update.

But how does the average Mac enthusiast, who purchased the Macintosh for its elegant simplicity, approach this overwhelming collection?

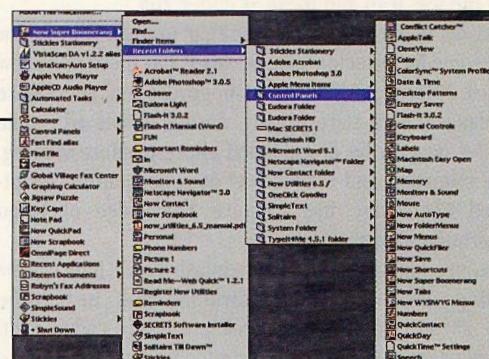
Be skeptical of the hype. Despite the plethora of new and improved features and options in version 6.5, the most helpful items are also the easiest to use. Now Super Boomerang's main component hangs out in the Apple Menu, listing just about everything you've worked on recently, be they files, folders, or related items from a recent folder. Moreover, it offers pull-down menus from within the Save and Open dialog boxes, speeding that task exponentially. It also provides other options, such as the ability to create hot keys for a given file, but it wins best item in this collection precisely because its major functions are so wonderfully obvious.

Runners-up in this collection include Now Scrapbook and Now WYSIWYG Menus. Unlike Apple's own scrapbook, Now Scrapbook lets you organize your material much in the way you might make font sets. It's especially useful for anyone involved in multiple multimedia projects since it allows you to include every sort of media, including QuickTime movies, in a given set. WYSIWYG Menus shows how each font really looks within an application's font menu, utilizing hierarchical submenus to organize families. Within its control panel, WYSIWYG also enables you to see the complete lettering of a given set—even if the font is Post Script. And finally, it allows you to make font sets for different applications, a process that can be arcane from within the program itself (yes, we might be talking Photoshop here).

The above control panels in themselves may be worth the \$90 price, especially when combined with Now FolderMenus, which allows you to see hierarchical menus within a folder just by holding the mouse on the folder icon (in just the way the shareware program PopupFolder does) and Now Menus, an utility which allows you to organize custom menus from the Apple Menu and along the top of your desktop. Now FolderMenus can be excruciatingly slow but it's useful, and while Now Menus urges you to customize your computer into oblivion, some people find it a decent substitute for Marathon.



WHAT YOU'RE SAYING, HOW YOU SAY IT: This is a real nice thing to see if you work with multiple fonts. Sure beats referring to the Font Book.



WHERE DO YOU WANT TO HAVE BEEN TODAY? Though it beats opening multiple folders, Now Menus can get a bit overwhelming quickly.

Unfortunately, too many of these utilities are either unnecessary or have been better duplicated by competing applications. While NowSave recalls in SimpleText form all of your keystrokes before a crash, the data is rarely left in useful form, and its actual save function only helps the rare soul who doesn't have Command-S etched into memory. Apple's "Find File" command (System 7.5 and later) makes Now QuickFiler irrelevant. Now ShortCuts works adequately, but both OneClick and QuicKeys are infinitely superior at creating macros. And the shareware program TypeIt4Me (available on MacAddict's first Super Phat Disc) is both easier to use and more reliable than Now AutoType, which tends to act like HAL in "2001" if you don't do everything exactly to its specifications.

Finally, Now Startup Manager 7.0 (make sure to download the 7.0.1 revision, available at Now's Web site), which was available free last summer as a stand-alone application, does not yet compete on Conflict Catcher. It resembles ConflictCatcher. It suggests extension links, its one improvement over Conflict Catcher. However, it fails to mimic Conflict Catcher's simplicity. You can't scroll the info boxes as in Conflict Catcher, and it doesn't offer a "Close and Restart" option in its application menu. It doesn't even offer a custom menu in the menu bar, which would offer the ability to edit a given set in the way Conflict Catcher does.

Finally, Startup Manager is has a few personality problems. It caused one Power Mac to crash every time at shutdown, which could dent productivity. This problem came up occasionally on other machines, too. Moreover, when the application was uninstalled, it moved several basic extensions (such as Desktop Printer Monitor) into the "Extensions (Disabled)" Folder, in a sort of cyber-equivalent to sending out dead flowers. Still, Conflict Catcher 3 works better than the new Startup Manager and is worth its stand-alone price.

Now Utilities seems to be at a turning point. Many of its other benefits can be cobbled together through competing, oftentimes superior programs. If you have to have some of the collection's features, such as Super Boomerang, the package may be worth the investment, but be careful, be very careful what you allow to be installed and remember: productivity only counts if you're working, not configuring utilities. —Robyn Weisman

GOOD NEWS: Provides a useful set of utilities on one convenient CD-ROM.

BAD NEWS: It can slow your system considerably. Some of its individual utilities are not as good as its competitors'. Way too much to worry about at once.





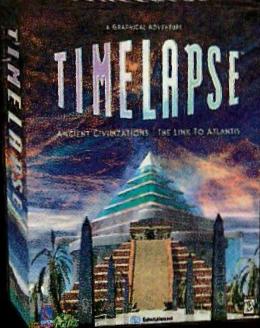
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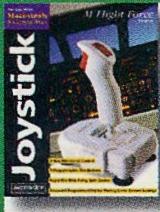
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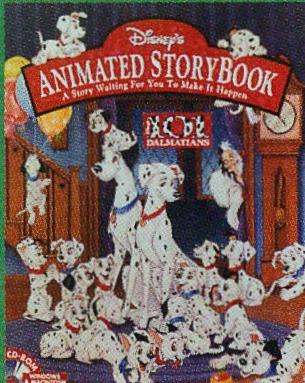
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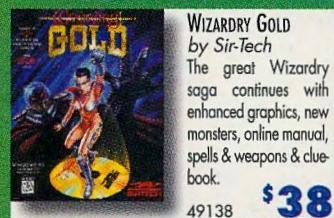
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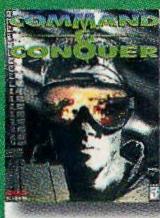
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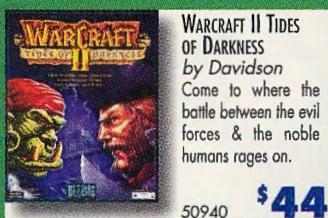
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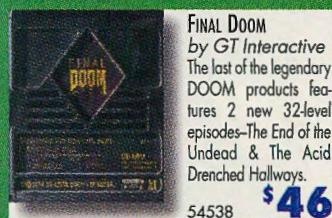
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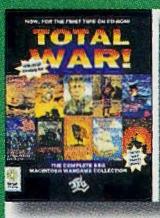
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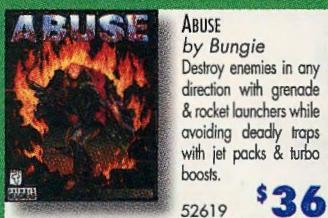
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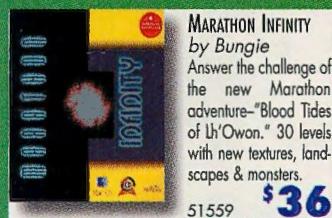
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reviews

SuperMac J700

DEVELOPER: UMAX Computer Corp.

CONTACT: 800-232-8629; <http://www.supermac.com>

PRICE: \$3,000 (street)

Sometimes subtlety makes all the difference. Such is the case with the SuperMac J700. At first glance, the J700 seems just like several other Macs on the market, with a 150MHz PowerPC 604, 16MB of RAM, and a 2.1GB SCSI hard drive—been there, done that. Ah, but the Big Three Specifications alone do not a Macintosh make.

With the J700, it's the little things that count. For example, the J700 also comes standard with an IMS TwinTurbo video card (with 2MB of VRAM on board, which makes for zippy Photoshop work), on-board Ethernet (not too useful in a home setting), two ADB ports, interleaved memory, a 512K cache card, and microphone and speaker ports in front for easy access. There's also a speaker port in back for external speakers. It's these finishing touches (plus a snazzy case) that make the J700 worth its price.

Aside from the amenities, the J700 has plenty of room to grow. Eight DIMM slots allow RAM to be expanded to a whopping 1GB (if you have that kind of money). Since the standard 16MB of RAM is on the motherboard, all eight slots are available for expansion without sacrificing a RAM card. Besides five internal drive bays which leave room for all kinds of SCSI fun, the J700 also comes with

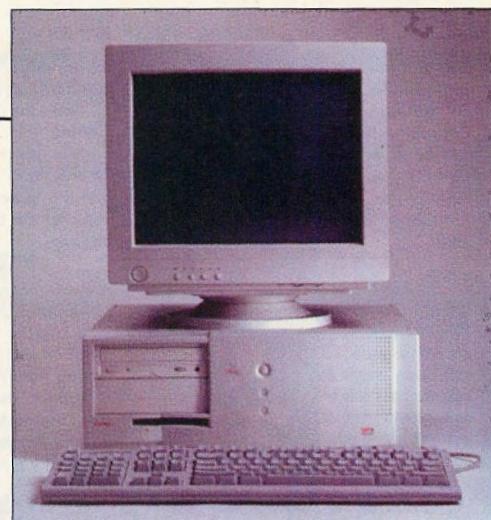
four PCI slots so you can add cards to your heart's content (and your wallet's discomfort). Access to all this expandability is a bonus as well. The interior is roomy with plenty of space to pull out RAM cards and PCI cards, and, like most new Macs, the processor is on a daughterboard, so you can upgrade to a faster processor at a later time, giving your investment a longer life.

PERFORMANCE Down to the nitty-gritty. How does the J700 feel on the open road? About as you'd expect, given the J700's workhorse 150MHz 604 processor. It's speedy and responsive, a pleasant surprise after working on slower Macs. Setup out of the box took only minutes, and the machine sprang to life with a touch of the power key. We did have some difficulty with the on-board Ethernet card, which didn't recognize our network, but a technician from UMAX came to the office to fix the problem.

Why Choose a J700

Thanks to Mac clone manufacturers, Mac buyers have choices. So why choose a J700 when there are several Macs on the market with the same base processor?

- **Expandability.** The J700 has plenty of room to grow: it has five internal drive bays (two of which are already occupied); its RAM can be expanded to 1GB; and it has four PCI slots.
- **Built-in TwinTurbo graphics accelerator.** With the IMS TwinTurbo, the J700's on-screen rendering (such as with Photoshop) is noticeably zippier.
- **Interleaved memory.** Although memory interleaving appears on some Macs, it isn't standard on all. Interleaving provides quicker access to the contents of RAM, and results in a small performance gain.
- **Swappable processor.** Again, many new Macs can have their processors replaced with faster ones—many, but not all. By swapping processors, you can take advantage of newer, speedier processors without having to buy a whole new Mac.



MAY I HELP UMAX? The J700 fits a particular niche, works hard, and has a neat, swoopy box to boot.

UMAX offers toll-free technical support and a one-year warranty on parts and labor, including three-day on-site support. If you purchase a J700 and have a problem, you may have a friendly UMAX technician knocking on your door to help. How's that for service?

According to Speed Tester 2.0, the J700 performed almost exactly as fast as a PowerCenter 150 in processor speed, floating point calculations, and basic graphics rendering—a good thing, considering how similar these machines are to each other in design. Here's where the little touches count. Because of the standard IMS TwinTurbo video card, video-intensive applications like Photoshop were significantly zippier. Running an Unsharp Mask filter followed by an Emboss filter took 30 percent longer on the PowerCenter 150 without video acceleration than on the J700.

TELL IT LIKE IT IS At first, the \$3,000 sticker price for the J700 seemed steep. After all, a base PowerCenter 150 comes in at only \$2,095. However, when the J700's little extras are all added up, it becomes apparent that the J700 is a real contender in the Mac market. A similarly equipped PowerCenter 150 is \$2,860 (including an IMS TwinTurbo with 4MB of VRAM). The PowerCenter 150 has only three PCI slots and doesn't take advantage of the small speed gain from interleaved memory, has only one ADB port, and has its microphone and speaker ports in the back of the machine.

The J700 occupies an odd marketing spot. It's too expensive for many home users (who won't need Ethernet or the TwinTurbo card), and it's not high-end enough for bleeding-edge graphics professionals (who can now buy a 225MHz 604e-based Mac). It does have its place, however. If you're a home graphics guru or you need serious expandability, then the J700 is your Mac.

—David Reynolds

GOOD NEWS: Built-in IMS TwinTurbo card and interleaved memory show performance boosts upfront. Nice touches make for an elegant Mac.

BAD NEWS: 16MB of RAM is a little slim for a higher-end Mac. Floppy drive is low and sometimes interferes with the keyboard. Problems with the Ethernet card.



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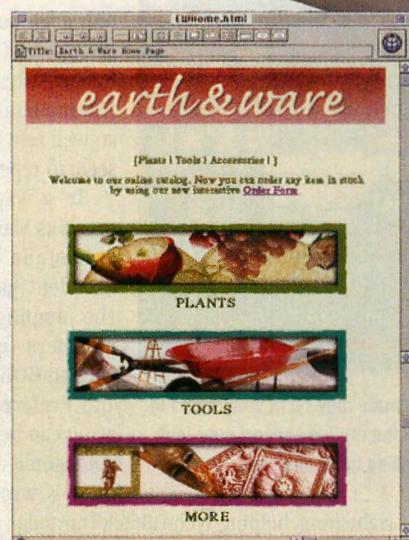
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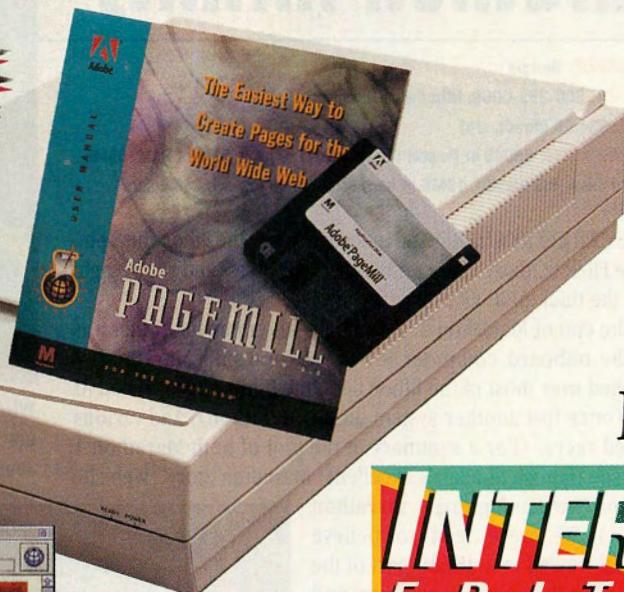
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reviews

Marathon Infinity

DEVELOPER: Bungie

CONTACT: 800-295-0060; <http://www.bungie.com>

PRICE: \$34.99 (direct, srp)

REQUIREMENTS: 68040 or PowerPC, System 7.1 or later, 6MB of RAM, 65MB of hard drive (full install), 19MB of hard drive (small install), 256 colors



FIND A
DEMO of
Marathon
Infinity on
The Disc.

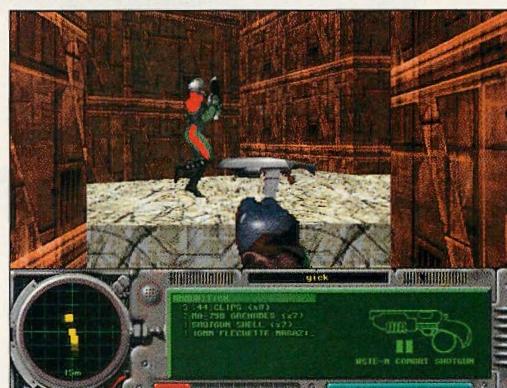
THEY'RE EVERYWHERE! And indeed they are: the Pfhor, the S'ph't, the Flick'ta, those crazy Artificial Intelligences, and you're right in the thick of it, as usual.

At the end of Marathon 2, Durandal—the rampant AI that was once the onboard computer for the colony ship Marathon—triumphed over most of the Pfhor fleet, the Pfhor-appropriated AI Tycho (once just another system on the Marathon), and various enslaved races. (For a summary of the plot of both Marathon 1 and 2, see Hamish Sinclair's excellent "Marathon Story" Web site at <<http://www.amug.org/~marathon/story>>.) We were lead to believe Durandal was off to a distant part of the galaxy, after threatening, cajoling, and tricking you into doing his dirty work: slaughtering countless enemies. Which was fun, of course. But now things have gone horribly, horribly wrong, as they so often do.

It seems that when the Pfhor, in a last-ditch effort to stop Durandal, deployed the "Trih Xeem," an ancient weapon that forces stars into nova, it freed... something... from the core of the sun, a something that might be a chaotic threat to the entire universe. Needless to say, everyone's up in arms about it.

So in Marathon Infinity you are once again pressed into service first by Durandal—who seems as unbalanced and enigmatic as ever—and then by Tycho, who kidnaps you for his own purposes, which include, but may not be limited to, destroying Durandal. Your loyalty is a complex issue, and with Infinity's (limited) branching gameplay, whom you believe and follow could affect where you end up and in what shape. It's really the ambiguity and paranoia the scenario inculcates in you that makes all the running around, solving locked-door puzzles, and blasting things to bloody bits, more than just a Doom clone.

Though the game engine is basically unchanged from Marathon 2 (there's now the ability to have distinct Physics Models for each level), Bungie has really put together a package that is more than just additional levels. It seems they took to heart criticisms of Marathon 2 that claimed it lacked the dark, "Alien"-like feel of the original; the new texture sets and map designs are totally successful in immersing you in the feel of making your way through strange corridors in spaceships, stations, and sewage pumping plants. In fact, the first level of Infinity feels from the start like an homage to "Arrival," the first level of the original. And though there are



I HAVE YOU NOW: One office mate may be in your sights in a networked game, but check the motion sensor: your tech support guy may just be sneaking up behind you.



WHAT YOU DON'T WANT TO SEE: The dual shotguns from Marathon 2 are still cool, the big guys are still dangerous, and the floating Juggernaut is still very, very well-armed.

only a few basic missions throughout the game (Exploration, Retrieval, Repair, Rescue, and of course Extermination), these are integrated so well into the plot that they rarely seem to repeat.

In a way, if you've played the previous Marathons, you'll feel right at home in Marathon Infinity. The excellent gameplay is unchanged (no jumping or crouching, no new monsters except fusion-packing VacuumBOBs, and RUN!), and even your Preferences such as keyboard layout can be imported. On the other hand, some of what you thought you knew is wrong. Are you doing the

right thing, helping Tycho attack Durandal, who, after all, is responsible for both your misery and your existence? Why do you have such a queasy feeling when you shoot BOBs (the Born on Board [Marathon] humans), though if you hesitate, one AI or another may just teleport you into space. And what's up with the story about somebody walking on the street, finding a broadsword, and being chased by Men in Black? There's more than enough to keep your brain turning over as you shoot, napalm, and pierce (with an all-new Flechette gun that's terrifically accurate and works in the water or PfhorSlime, but goes through ammo way too quickly) your enemies and solve each level's puzzles, which unfortunately seem to be mostly of the find-the-switch-then-the-door-it-opened kind. And this time, Bungie has added a few fatal traps here and there, so save frequently.

Maps from Marathon 2 can't be used wholesale, but with a little ResEdit fiddling, everything will work.

In addition to the 25 levels that make up the solo adventure, Infinity also includes 24 network levels. If you've always been a solo player who dismisses these as "not part of the real game," give a net-

work game a try, once. That's all it takes. We at MacAddict, who of course are way too busy putting out a quality publication to play games, finally set up a local game and it was more fun than you can rightfully imagine. There's just no greater thrill than turning a corner, sighting a colleague, and letting a SPNKR missile go right in his (or her—nondiscriminatory blasting) face. [Look for an Map of the MacAddict offices on the Web site.] Some of the maps are slight revisions of old favorites, while others are brand-new. When you gather a network game, you can: choose to include aliens; set the game duration, team play, and the game type: Every Man for Himself, King of the Hill, Tag, Cooperative (for you wimps), or Kill the Guy With the Ball (where the goal is to hold on to a skull for longer than anyone else, despite the fact that you can't run and are weaponless while you hold the gruesome thing). There's no plot, no cryptic messages from all-powerful computers, no ambiguity. Just kill. Good fun.

"Carnage Forever" claims Bungie, and with the release of Forge and Anvil, two powerful Marathon customization applications, this may not be pure hyperbole. Forge is the map-making editor Bungie itself used to create levels for all the Marathons, and though Steve Israelson's (steve_israelson@mindlink.net) freeware program Pfhorte has been an incredibly successful and useful tool (especially given its labor-of-love status), Forge takes the next step. Not only is there a 2D plan editor environment, but Forge also offers a 3D walkthrough environment where you can "paint" textures on walls, floors, terminals, etc. as you navigate the space you've created exactly as you would if playing the level. Though it's simple enough to learn the basics of Forge (and the included tutorial movies are excellent: we wish *all* applications included such), the complexities of mapmaking soon become apparent. Still, it's easy enough to put together a basic map, and then assign to it basic level parameters, such as mission or environment type (vacuum, low gravity, etc.). And with Anvil, Bungie's physics, shapes, and sounds editor, you can alter the created environment to look, sound, and behave as you wish. Also, Anvil will work with both Infinity and



3D READY: ... with the Texture Palette open (along the bottom), Forge makes it a cakewalk to paint your map.



MOVE IT! Nice try, Green, but you can't outrun a SPNKR missile.

Marathon 2 files, and import sound files from Marathon 1. This is not a build-it-from scratch kind of editor, though: to make your ideal monster, you first must create a PICT file in a pixel-based program such as Photoshop and reduce it to a Marathon-specific 256-color palette (keeping in mind that Marathon reserves a particular medium blue to mark transparent regions of the bitmap). It's also a bit confusing to edit physics models, since this can also be used to redetermine the behavior of aliens, effects, and small things like gravity. Go wild, but remember: Always work on a *copy* of your original files.

All in all, this is one of the most complete gaming packages we've seen, and definitely the most involving first-person shoot-'em-up. Though newer games, such as Quake (for that other platform), have more advanced, true 3D engines, they just seem boring next to Marathon. After all, who can forget the experience of squeezing through a vent core, hearing the howl of a hunter, and realizing: I'm out of ammo!

—D. D. Turner

GOOD NEWS: It's Marathon! Included map and shapes editors are easy enough to use. Ambient panning sounds and dark, involving plot are still miles ahead of other games.

BAD NEWS: It's still Marathon. Engine has only minor tweaks from Marathon 2, isn't truly 3D, and is starting to show its limitations. High quality game sucks you into an alternate reality.



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reviews

WarCraft II: The Tides of Darkness

DEVELOPER: Blizzard Entertainment
CONTACT: 800-953-SNOW; <http://www.blizzard.com>
PRICE: \$48.95 (Street)
REQUIREMENTS: System 7.5 or later, 68040 or better, 8MB of RAM (12MB of RAM for 3D sound on Power Macs), CD-ROM drive

After gaining a toehold in the human lands in Warcraft I, the Orcs are massing for an attack across the sea, against the mainland of Lordaeron. While the humans rally to take back the land they've lost, the Orcs prepare to crush their ancestral enemy. You can command either the Orcs or humans in scenarios which advance the plot, in custom games against the computer, or against up to seven other people on a network.

Warcraft II is a real-time strategy game in a fantasy setting. You first must build a town to provide support for your army, food for your peasants, and a place to develop technology (weapons). The real-time nature of the game makes it extremely addictive, as there's really no good stopping point in a turn-based game—you really can't stop until the game is over. The sound is integral to the game too. Aside from the stirring war music in the background, you really do need the feedback of the units—if you stop hearing your peasants chop wood, for instance, you know you'll need to direct them to a new stand of trees. And if you keep selecting a unit, they give progressively funnier responses. We're particularly fond of the goblin's "Kaboom!"

Warcraft II is not your ordinary sequel—there have been so many additions and improvements that it almost feels like a different game. The original Warcraft's art was a blocky suggestion of a unit, but the new version has depictions that are much more detailed—you can see the plate mail on the footmen, the peon's axes, and the rows of crops planted on a farm. There's also the odd critter milling about, which really doesn't do much but get in your way—at least they make satisfying squeals when you slaughter them.

You'll also notice new army types, and naval and air units, too. As humans, you get paladins who can exorcise the living dead, and your mages can now turn Orcs into sheep—hmm, maybe that's where all the critters came from. Oil is a new resource to be managed—it fuels battleships, destroyers, transports, and submarines. Air units include bizarre flying contraptions devised by gnomish inventors and gryphon riders.

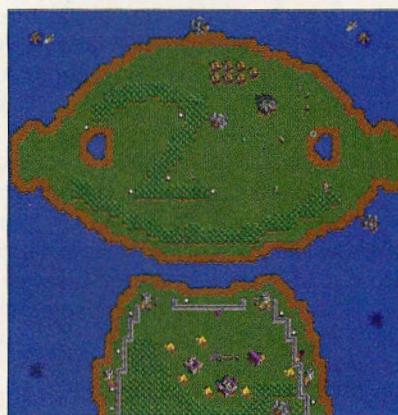
On the flip side, Orcs control Ogre-mages who can incite bloodlust in your troops, and Dark Knights who sap the life-force (health points) out of opponents. On the sea, Orcs command juggernauts and sea turtles, and in the air... oooh, dragons! And of course, all these troops have their own support buildings. At first,



ORC WARLOCK
GUL'DAN has up and left the war effort to find some daemon vaults. Kill the daemons and bring back Gul'dan's and his buddy Cho'gall's heads on a prized platter.



IT'S HARD TO BUILD A NICE ORDERLY CITY with an live human controlling the other side. Allow at least an hour for network play.



CREATE CUSTOM MAPS like this one of Max with the Warcraft II map editor. The tools are a little primitive—we want an undo command.

the sheer number of different troops to command (and counter) seems overwhelming. But as you play through the scenarios, you learn which strategies are effective against the each unit.

Blizzard didn't just add a bunch of new units into the game—gameplay has improved, too. You no longer have to make roads for your buildings. Your units can patrol their vicinity in a loop, which means you can spread yourself a little thinner. The behavior of moving a unit from point A to point B is changed; a unit will actually try to go in a straight line, rather than hug the edge of the nearest building. This means that in going long distances, your units may get stuck, but in the short run, they get there faster. You can now give "auto-commands" to your armies by command-clicking them. This will make peasants mine, footmen attack, or just move pieces to unoccupied territory.

This means that the command-clicking to move the mini-map in the original Warcraft no longer works, though you can set Warcraft II to accept that method. Unfortunately this doesn't extend to the map. In the new version, just touching the

sides of the map will scroll it (instead of click and hold). For the most part, this is the desired behavior. However, when casting spells in a battle situation (i.e. very quickly), the map will sometimes scroll at the most inopportune time.

But this is just picking nits. We loved Warcraft II so much we could have gone on for pages extolling its virtues. Simply put, Warcraft II belongs on every gamer's Mac. —Kathy Tafel

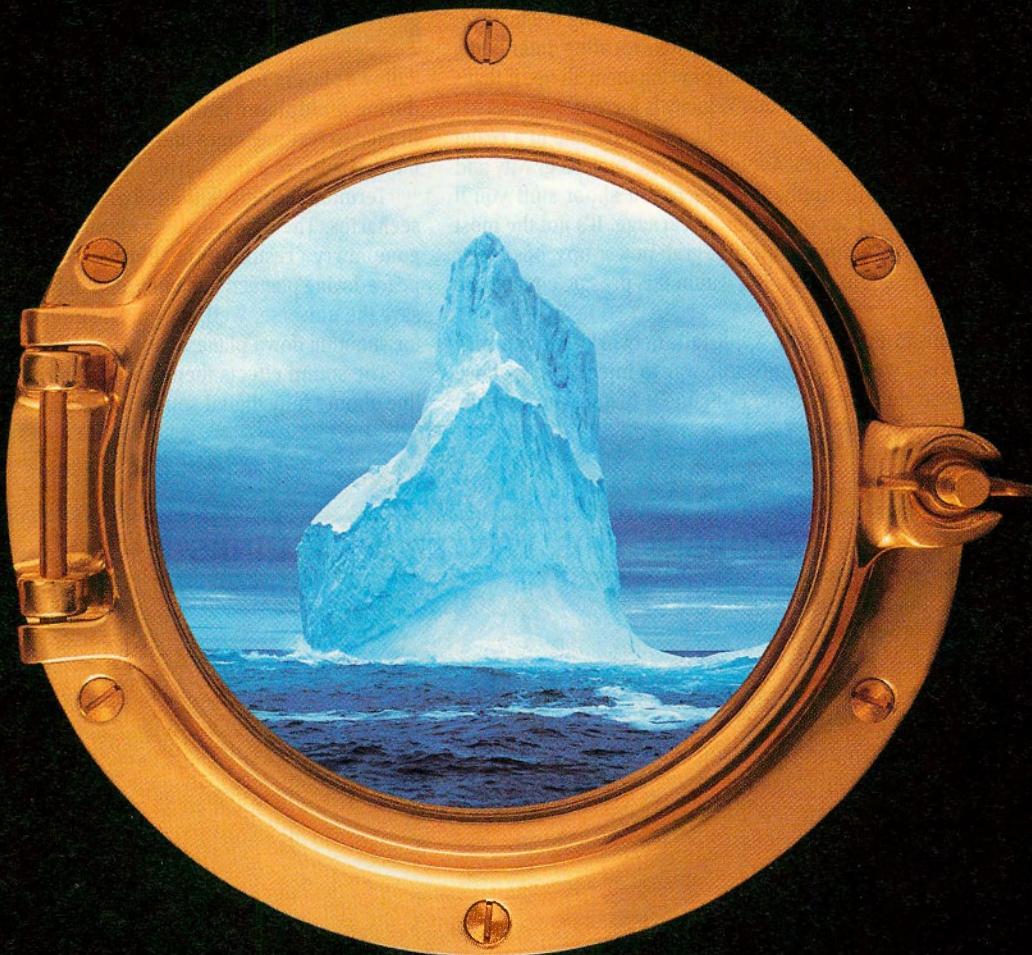


GOOD NEWS: Engaging game entertains for hours. Smart installer tells you just what you need. Special features such as speech recognition and 3D sound are only in Mac version.

BAD NEWS: You will be groggy from staying up until 4 a.m. Casting spells is hard with autoscrolling map.

TITANIC

ADVENTURE OUT OF TIME



This November, race to alter history on a ship out of time.

Free Demo Disk: www.im.gte.com/titanic



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GTE Entertainment



reviews

Terminal Velocity

DEVELOPER: MacSoft

CONTACT: 612-559-5301; <http://www.wizworks.com>

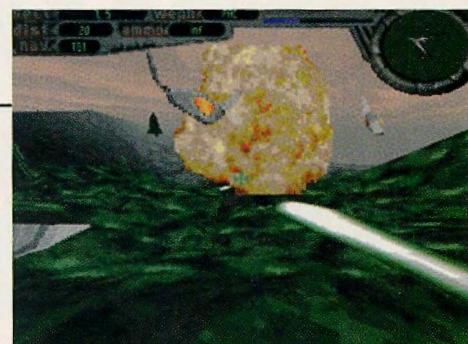
PRICE: \$49.95 (srp)

REQUIREMENTS: Power Mac, 8MB of RAM, 40MB of hard drive space (minimum install), 117MB of hard drive space (full install), CD-ROM drive

Does peppering elusive bogeys with plasma cannons sound like your idea of fun? Perhaps you'd enjoy exploring the texture-mapped terrain of nine alien worlds, locating interesting landmarks and unusual aircraft... then blowing them all up. If that's what you're into, pal, then Terminal Velocity is for you.

At its core, Terminal Velocity offers bloodless combat in a realm freed from Newtonian physics. Annoying things such as gravity and momentum don't really apply, and when you shoot stuff you'll see plenty of flame and shrapnel, but no carnage. It's not the most original: Zip around, evade enemy fire, grab power-ups, hose your opponents, and try not to crash. But within this prosaic context are some nifty touches...

If you're on an Ethernet or AppleTalk network you can play against "friends," which is a enjoyable way to inject a little abuse into the business day. The Remote Ridicule™ feature purportedly



**HI YO,
BOGEYS:**
Without actual
physics to
worry about,
it's a breeze
to skim the
surface and
blast those
energy bunkers
(they blow up
so nicely, too).

"allows players to send digitized voice messages to other players during multiplayer games," but unfortunately, this seems to be limited to text messages and some canned sounds, triggered from the keypad—real-time verbal harassment is not supported.

Terminal Velocity has another one of those incomprehensible scenarios. There's something about futuristic defense computers gone awry, resulting in hordes of aliens overrunning our peace-loving planetary alliance, and only the noble fighter pilot can save the universe. Well, it's not Dostoyevsky, but it's good enough for shooting down planes.

The sound effects themselves are pretty good (though the ad line about "fully digital sound" is a canard—all computer sound

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SOFTWARE INCORPORATED



is digital) and truly enhance the gaming experience. The music, unfortunately, is as generic as it comes. Hit the M key to turn off the music, and crank your own tunes.

The Terminal Velocity cockpit view is a typical assortment of gauges and indicators. The only thing in the cockpit that really matters is the radar dial, which instead of acting like a compass, conveniently points the way to your next target, checkpoint, or tunnel. Use the C key to toggle among the full cockpit view, radar only, and all instruments hidden. You also have the option of viewing on-screen crosshairs, seeing a full-screen radar view, and toggling a view of the player sprite.

Once you're airborne you'll immediately encounter Terminal Velocity's biggest single problem: When firing weapons, you lose control of your craft—you basically can't change course as long as you have missiles in the air. Perhaps drawing the weapons fire taxes the CPU too much to allow simultaneous steering and shooting. On a positive note, when you're hit by enemy fire, it can knock you slightly off course, which really adds to the challenge of the game.

Gameplay proceeds along familiar lines: Destroy all architecture and weapons systems while keeping airborne enemies off your tail. You're equipped with Plasma Assault Cannons (PACs) at the outset; you pick up additional weapons as you proceed. Be on the lookout for power-ups such as shield strength and additional speed, which are revealed as you lay waste to each world. Be sure to squander firepower on the flora; trees burst into flame spectacularly—imagine that you're defoliating the last of the old-growth forest!

Not all the flying is above ground; on each level you'll find subterranean tunnels that contain (predictably) more power-ups and enemies. Be sure to back off the throttle when you're underground,

as it's easy to grind the ship right into a game over if you steer. Also, zoom up above the cloud level to a whole new environment. It's three, three games in one.

Terminal Velocity allows a full 360 degrees of pitch—just be careful pulling 180-degree turns, as you're liable to slam head-on into pursuing opponents. And keep an eye out for mountain ranges when descending from the clouds.

Though many aspects of this title, particularly the marketing gaffes, are embarrassing, none of them really interfere with the essential playability. Moreover, Macfolk just don't have as wide a selection of flight combat games as our Wintel brethren, so we should enjoy what we have. The bottom line is that Terminal Velocity is fun: It's wholesome mindless amusement, and it induces the type of addictive/compulsive response many seek in computer games.

—Todd Souvignier

TV Tuning

1. Keep on course, usually: Follow your direction pointer to the next goal of the mission, though you may find a few useful power-ups if you stray.

2. Keep your nose up: Though bouncing off the ground doesn't damage your ship (odd, that), it'll knock your speed down to zero, and no one likes a sitting duck—except your enemies.

3. Punch it: After finishing one mission goal, hit the afterburner to get to the next one ASAP—there's no profit in wiping out every stray enemy. Watch out, though: the ground can come up really quickly.



GOOD NEWS: Smooth graphics and gameplay. Simple flight engine for those not deep into flight sims.

BAD NEWS: Silly and irrelevant plot. If fog is off, the edge of the world is closer than you think. Cheesy music. Little depth to play.

THE PHENOMENAL INTERACTIVE MOVIE!

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-COMPUTER LIFE
-MULTIMEDIA WORLD
-FAMILY PC

"**BEST ADVENTURE GAME**"

-CD-ROM TODAY
-SOFTWARE PUBLISHING ASSOCIATION
-STRATEGY PLUS

"Long into the night (I was) desperate to find each clue and explore every venue, utterly oblivious to the passage of time."

-HOMEPIC

"The first game to provide a 'go-anywhere' realistically rendered 3-D environment."

-USA TODAY

UNDER A KILLING MOON

UNDER A KILLING MOON—It's December 2042 and Tex Murphy, the last of the old-style PIs, has hit rock bottom. Then a priceless statuette is stolen. From the shadowy back streets of post-apocalyptic San Francisco come rumors that an ancient evil, foretold by prophecy and worshiped by an ancient blood cult, has mysteriously reawakened.



When Tex is hired to find the statuette he plunges into a labyrinth of deceit, manipulation and murder. He'll need all of his PI instincts and every ounce of Murphy savoir faire to resist the seduction of darkness and stop the forces of evil—before the terrifying prophecies become reality.

Under A Killing Moon stars Brian Keith (*Hardcastle & McCormick*, *The Parent Trap*), Margot Kidder (*Superman I, II, III*), Russell Means (*The Last of the Mohicans*, *Natural Born Killers*), and features the voice of James Earl Jones (*Star Wars*, *Field of Dreams*, *The Lion King*).

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reviews

Gearheads

DEVELOPER: Philips Media

CONTACT: 800-883-3767; <http://www.philipsmedia.com/media/games>

PRICE: \$49.95 (srp)

REQUIREMENTS: 25MHz 68030 or PowerPC, System 7.1 or later, 8MB of RAM, 10MB of hard disk space, 13" color monitor with 256 colors, CD-ROM drive

The premise is simple: Wind up toy after toy, drop 'em on your side of the field, and try to get 21 of them over your opponent's goal line before he reciprocally encroaches on your space. Sure, and chess is simple too.

Playing Gearheads is a blast—and would be, even without the Walking Timebombs. You can duel the computer or a human opponent (who, in the good-old-fashioned way, has to share a keyboard with you), or enter an arcade-like Tournament. In this, you square off against the computer, gaining or losing a 'life' with each victory or defeat. After every third win, you reach a Challenge level, which provides a new twist on the already twisted Gearheads environment.

Each of the 12 toys has a distinctive personality and tactical advantages. As the battle rages, you must select your next toy to release, wait until it winds (a strategic choice, as some toys take more time to wind), and then let it go along your side of the screen.



TOYS, TOYS, TOYS!
As battle is joined on the kitchen floor.

Some, like Orbit the flying saucer, fly in straight lines, while others, like Deadhead the skull, move erratically. And each toy does something, well, weird. Disasteroid is slow, but steady, and blows away anything in its path. Handy the glove can rewind unwound toys on the field. And Krush Kringle (the steroid Santa toy) pounds the ground and makes nearby toys reverse direction. In duels, you can choose how many and which toys to have at your disposal, and the offensive and defensive combos will delight even hardcore gamers.

There's twitch enough for people who like twitch, tactics for the brainier bunch, and wonderful toys that had us all laughing. If you don't like Gearheads, you need a serious infusion of something vital. —D. D. Turner



GOOD NEWS: "Wicked cool" toys really are cool. Fun and funny, and still so after hours of play.

BAD NEWS: Limited levels and playing fields, without expandability. No network capabilities.

F/A-18 HORNET 2.0



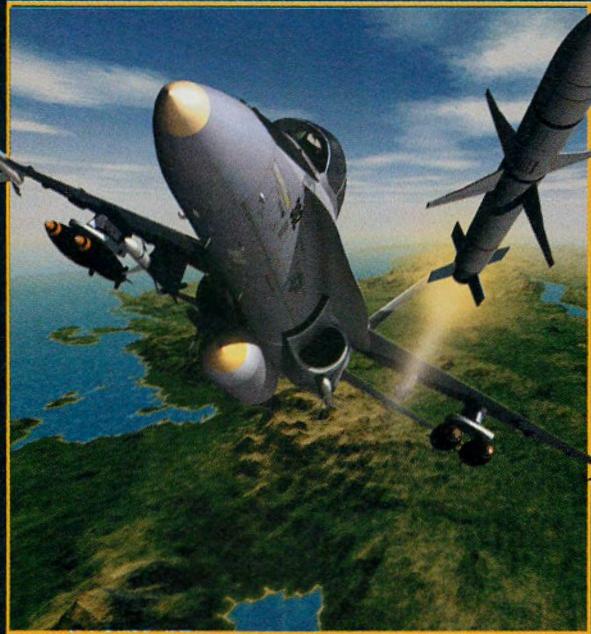
"...this is the finest flight sim on the market!"

—Mac Action



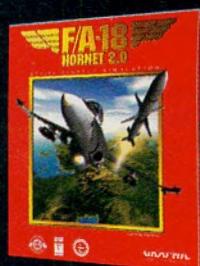
"If you want a modern flight sim, look no further."

—MacHome Journal



"The look and feel are top-notch..."

—Strategy Plus



FA18
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www.graphsim.com/graphsim



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reviews

After Dark 4.0

DEVELOPER: Berkeley Systems

CONTACT: 510-540-5535; <http://www.berksys.com>

PRICE: \$30 (street)

REQUIREMENTS: 68040 or better or PowerPC, System 7.1 or later, 5MB of

RAM, 30MB of hard disk space, 256 colors or better, additional 500K for each additional online display, 14.4Kbps modem or better

Does the modern world need a screen saver at all? In the olden days, there was such a thing as phosphor burn; a screen that was left on would develop ghostly tracks from a burned-in image. Nowadays, monitors are built so that just doesn't happen any more. Why should we want After Dark?

Berkeley Systems knows the situation all too well. After Dark 4.0 updates old favorites, such as the flying-toaster-flock and the fishies (now impressively 3D), and adds on over 20 new modules. On top of this, however, After Dark tries to become a useful part of your computer. There's a security password feature, a WallZapper™ to make desktop patterns, and EcoLogic™, which can turn off Energy Star™ compliant monitors or even computers. At first we wondered why a screen saver would need an energy saver on top of it, but that was just small thinking.

Installation is quick and easy. After Dark also automatically configures third party modules into a separate folder, which can be chosen through the AD Control Panel (accessible from the Apple Menu).

There's no doubt about it: these things are fun. Some are just eye candy, but a few are really entertainment. Rock Paper Scissors was our flat-out favorite. Personality and great 3D work went into the characters, their movements, and the whole killer-move choreography. Shareware game fans will love Roger Dodger, a Crystal-Quest-like game which runs as a screen saver until you hit the "Caps Lock" key. There's also the Magic Turtle module, which is at heart a programming tutorial based on what looks like the old Logo language.

But the actual utility part of After Dark 4.0 is After Dark Online. These "channels" give you front ends for a number of online content providers, such as "The Wall Street Journal" and "USA Today." You can customize which sections of each publication you'd care to see. The Updater runs periodically in the background, so the info you get (including ticker-like sports scores or stock prices) is super-fresh.

Ultimately, the world doesn't *need* a screen saver. However, for the entertainment value, and the actual information utility provided by the Online module, you may want After Dark 4.0. After all, for this price, you could have had to sit through a bad dinner and a Steven Segal double-feature. —D. D. Turner



FINISH HIM! It has no redeeming social value, but this Mortal Kombat-meets-schoolyard game is just sooo cool...



GOOD NEWS: Highly amusing, in parts. Easy to install, and configuring takes next to no time. Actual value from Online module.

BAD NEWS: Modules contain dross as well as gold. There really is no point to some of this (or is that Good News?).



BAD Day On The WEB
?

The internet can be so cruel. One day you're golden – the bounty of the global village at your feet. The next day you have to slog painfully through page after page of dross hunting for information that's somehow disappeared. This will not do. Put an end to that static with Web Quick™, the elegant little 'smart bookmark' utility with automatic tracking. Web Quick makes sure if you found a page once, you can easily find it again.

 **Web Quick**

www.europasoftware.com/spider



cd-roms

MONTY PYTHON ■ A.D.A.M. 1997 ■ INSIDE INDEPENDENCE DAY ■ MULTIMEDIA GUNS ■ DEVO PRESENTS ADVENTURES OF THE SMART PATROL

What a bipolar month. Either the CD-ROMs bordered on greatness, or they just plain sucked. Monty Python made us laugh. Devo made us cry. Our friends at Fox did a decent job of making a CD about a movie, while our gun-

loving pals really missed the target with their primer on firearms. Don't shell out (no pun intended, really) your hard-earned money before checking out what our reviewers had to say about this month's selection of CD-ROMs. —*Joe Mahr*

Monty Python and the Quest for the Holy Grail

PUBLISHER: 7th Level

CONTACT: 800-884-8863;

<http://www.7thlevel.com>

PRICE: \$49.95 (srp)

REQUIREMENTS: 2X CD-ROM,

System 7.1 or later, 33MHz 68040 or better,
12MB of RAM



Totally senseless, this CD pulls off classic Monty Python comedy in true screwball form. Although it can be a pain to get past the little tricks the Python troupe has set up for game players (such as the beginning, but we won't spoil the frustration), Python fans will surely find fun in the game's off-beat gags.

The quest, of course, is to find the Holy Grail, à la the movie. Lest the quest prove

tiresome you can always entertain yourself along the way with simple games such as "Spank the Virgin" and "Burn the Witch," which are also based on the comedy. Movie clips for Monty virgins are also spliced into the game, so pretty much anyone can follow along.

Warning: If you've never found British



BURN THE WITCH, spank the virgin, buy the CD.

humor funny, this quest may prove too Python for your taste. The games get old—one is just glorified Tetris. The little tricks can grow tiresome too. True Python fans, however, will find this waste of time more than worthwhile.

The Last Words:

Judy: A gem for true Monty Python lovers even if the interface is difficult, the directions unclear, and the interactive game action repetitive.

Mark: Every now and then it crosses the fine line separating fiendishly cunning from impossibly difficult, but overall this witty and inventive CD is within spitting distance of greatness.

Joe: Comedians, not technoweenies, shaped this game, and that's the reason it's so funny.

A.D.A.M. The Inside Story: 1997

PUBLISHER: A.D.A.M. Software

CONTACT: 800-955-9920;

<http://www.adam.com>

PRICE: \$39.95 (street)

REQUIREMENTS: 2X CD-ROM,

System 7.1 or later, 25MHz 68040 or better,
8MB of RAM



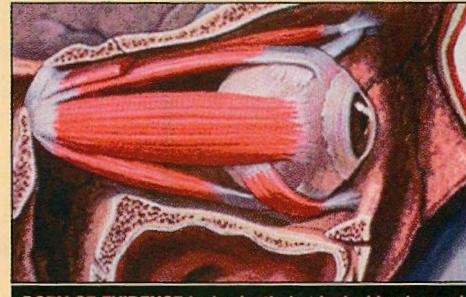
Want to see how your love pump keeps the beat? Or perhaps what it looks like after one too many cheese and mayo sandwiches? How about the ensuing emergency operation? A.D.A.M. The Inside Story will show you your insides in action through classy QuickTime illustrations and Cybervizz 3D, a whizzy new way of viewing 3D models.

Those looking for insight to our inner workings will appreciate the clear and comprehensive explanations of our 12 body systems. From lungs to

nerves, you'll get those high school physiology lessons again, except this time it won't be through a dry textbook.

Researchers dissected a cadaver into 1,800 pieces, photographed the pieces and transferred the images to computers to get a true idea of anatomy. A.D.A.M. used the data to create basic models of the skull, heart, and lungs which you can view inside and out.

Cool, but we want more. Unfortunately,



BODY OF EVIDENCE lacks depth, but looks bloody good.

the disc doesn't delve much beyond the basics. There's no information about most diseases, nary even a mention of cancer. And the search engine is clunky, offering hits on only heads and subheads.

The Last Words:

Judy: Thoroughly researched, detailed, and navigated, A.D.A.M. (or Eve) is a super asset to anyone's library.

Mark: Overall, the A.D.A.M. package is sadly ho-hum. The Inside Story portion is a simple slide show of human anatomy. I had high hopes for the 3D section, but it was no less cheesy.

Joe: The information and illustrations left me giddy (like the movie of surgeons pulling out a Slim Jim-sized blockage from a heart artery). But, with only superficial information, the CD left me starved for something more (strangely enough, just like a Slim Jim).

Inside Independence Day

PUBLISHER: Fox Interactive
CONTACT: <http://www.foxinteractive.com>
PRICE: \$19.98 (srp)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 25MHz 68030 or better,
 8MB of RAM



Despite the hype that surrounded the film like a big, evil, alien invasion, we couldn't help but take a shine to Independence Day's CD-ROM offspring. The disc provides a fat overview of the film's creation using clips, cast interviews, cast and crew biographies, and storyboards detailing the earth-shattering (literally) special events. A simple interface makes jumping back and forth between all these goodies hassle-free.

In addition to the behind-the-scenes peeks, you get a lesson on UFO history that's at least as

interesting as the movie, although it could use some research. While explaining the theory behind a secret government hush-up of UFO sightings, the disc mentions "a 1952 White House memo to President-elect Truman." Of course, in 1952, Truman was on his way out of office to make room for Ike. Tsk, tsk.

The Preferences screen does, however, indulge in some gratuitous Mac evangelism. A bogus Mac OS 8 interface offers the sweet comment: "Some might say that, if you're going to save the world, you should use the right computer." But don't start believing they're Mac-erific. In

the manual, Fox eagerly mentions an upcoming game based on the movie, available soon for Windows 95—only.

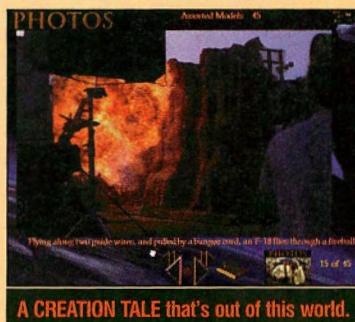
The Last Words:

Judy: If you loved the movie, you'll love the CD. If you didn't see the movie (like me), you'll still find it relatively interesting.

Mark: Now this is a movie backgrounder done right—all in all a lavish and thorough production. I'd rate it even higher if all this effort were devoted to a more intrinsically interesting movie.

Joe: Smooth ride, so long as you can stomach all that movie machismo.

reviews



A CREATION TALE that's out of this world.

Multimedia Guns: The Enthusiast's Guide to Firearms

PUBLISHER: Inroads Interactive
CONTACT: 888-INROADS;
<http://www.inroadsint.com>
PRICE: \$59.95 (srp)
REQUIREMENTS: System 6.07 or
 later, 4MB of RAM

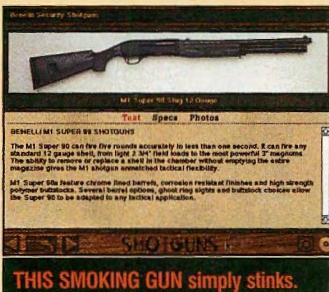


Don't draw your wallet, partner. This CD only shoots blanks.

From the looks of the title's lame content, the developers apparently spent a few days at the library, typed in a few paragraphs on each gun, gathered up some pictures and coughed up

their version of "multimedia." The cheap documentary footage and simplistic articles don't even do "Guns & Ammo" justice.

The "Legends of the West" section is particularly lifeless. Click on nine old photos of great Wild West places and personalities and a very short biography (emphasis here on the word "short") appears. "Doc Holiday visited a lot of boom towns and died at age 36 of alcoholism and tuberculosis." You could find more info in most B-grade westerns.



THIS SMOKING GUN simply stinks.

The disc's best shots are its six QuickTime movies, which were apparently borrowed from other sources. (Wouldn't want to have an original thought now, would we?) While most of the movies offer tips on sport shooting, one short clip appears to be a blatant gun shell advertisement. Hmm.

The Last Words:

Judy: The infrastructure is so basic it's embarrassing, movement is sticky, background is totally unsophisticated, and tabletops and notebooks have been done to death.

Mark: Wow, talk about shovelware. A quick-'n'-dirty CD-ROM about firearms.

Joe: Emphasis on "dirty." Make it go away.

Devo Presents Adventures of the Smart Patrol

PUBLISHER: Inscape
CONTACT: 800-741-3043;
<http://www.inscape.com>
PRICE: \$39.95 (srp)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 33MHz 68030 or better, 8MB of
 RAM (16 recommended)



Sure, they were sort of fun with their little music video hit "Whip It," back in 1980. But any revived interest in this too-trendy '80s band quickly turns to annoyance with their latest Devo-stration.

The object of the game is to help Devo, aka the Smart Patrol, solve the mystery of a mutant beast called the "turkey monkey" before Earth falls prey to a terrible disease. Along the way, you have to deal with pesky, money-grubbing corporations.

Inscape promotes the game as a "surrealistic 'Blade Runner'-on-steroids urban wasteland where disease means profit." OK, whatever. But the game's navigation is horrendous and the plot is difficult to follow. You must guess at passwords, fumble with the

control bar, and continually swipe a money card through a machine to drive your Devo-mobile anywhere. We didn't get too far.

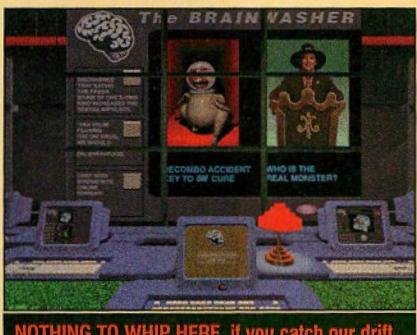
There are supposed to be two new Devo songs and some old ones included on the disc. We didn't really look for them.

The Last Words:

Judy: This disc is a producer's overindulgence into frustration, irritability, and stupidity. In fact, nothing is clear. Dumb. Dumb. Dumb. I quit.

Mark: I was really looking forward to seeing what kind of weirdness the Devo gang had come up with, but packaging this as a game is really obnoxious.

Joe: You should almost buy the game to hear the pathetic character dialogue. Almost.



NOTHING TO WHIP HERE, if you catch our drift.



Kidz Stuff

Brisbane Elementary School MacAddicts share their views on the latest kids' software.

reviews

Nick Jr. Play Math!

PUBLISHER: Viacom

CONTACT: 800-469-2539; <http://www.viacomnewmedia.com>

PRICE: \$24.99 (street); \$19.99 if ordered from 800 number

REQUIREMENTS: 2X CD-ROM, System 7.1 or later, 33MHz 68040 or better, 4MB of RAM



NICK MISHAP is more like a nouveau flop than a math classic.

Little kids love repetition, so they might not mind Clickle, the annoying host of Play Math. Your youngest youngsters may actually have fun as they learn to distinguish shapes, add and subtract, and use their problem-solving skills via a slew of cartoony games. They may even learn to love the babyish, garbled voices of the silly



characters. Or, they may not. Parents, cross your fingers.

GOOD FOR GRADES: Preschool to 2

LIKES: "I like how there were different characters to teach math to kids so kids don't get bored." ■ Carl

"I liked how it didn't just do regular math—it was fun math with no numbers." ■ Lena

DISLIKES: "It got boring fast and the voices were hard to understand." ■ Kathleen

"The games run very slow." ■ Rockson

SOUND ADVICE: "Make the characters speak clearer and say different things." ■ Ana

FINAL REPORT: Much less fun than a barrel of monkeys.

Meet the players...



ROCKSON YAN, Age 11, Grade 6

Expertise: Computers

Pick of the month: Highlights Puzzlemmania



CARL LAM, Age 11, Grade 6

Expertise: Math

Pick of the month: Nick Jr. Play Math!



ANA RUDOLPH, Age 12, Grade 7

Expertise: Reading, swimming, and conflict management

Pick of the month: Paint, Write & Play!



ARIELLE REISMAN, Age 11, Grade 6

Expertise: Dancing and Science

Pick of the month: Highlights Puzzlemmania



SEAN MCKNIGHT, Age 12, Grade 7

Expertise: Soccer

Pick of the month: Highlights Puzzlemmania



KATHLEEN MARIE MCKNIGHT, Age 11, Grade 6

Expertise: Nature and naming things

Pick of the month: Highlights Puzzlemmania



LENA RUDOLPH, Age 10, Grade 6

Expertise: Piano

Pick of the month: Highlights Puzzlemmania



KRYSTAL WHITE, Age 11, Grade 6

Expertise: Art

Pick of the month: Muppet Treasure Island



Muppet Treasure Island

PUBLISHER: Activision

CONTACT: 800-477-3650; <http://www.activision.com>

PRICE: \$49 (srp)

REQUIREMENTS: 2X CD-ROM, System 7.5.1 or later, 33MHz 68LC040 or better, 16MB of RAM



MUPPET REVISION washes ashore a true gem.

Muppet Treasure Island is more than just a cute kid's movie. Now, it's a fully-loaded, graphics-intensive, 3-disc adventure through four stunning worlds over-populated with America's favorite

stuffed puppets. Kermit runs the show, Fozzie Bear tells bad jokes, and talking rats pop in and out like crazy neighbors throughout the length of this epic treasure hunt. You throw pies at pirates, complete your sailor's chores, and solve puzzles in your search. Although it's a delightful blast from the past for adults, kids may get a little bored at some of the drawn-out video sequences and pokey gameplay.

GOOD FOR GRADES: 2 to 5

LIKES: "Throwing pies at the pirate and playing the piano because I like to play the piano." ■ Rockson

"I liked the characters because they were funny and just like the real Muppet babies." ■ Lena

"It was just like the movie, so if you liked the movie, then you'll love this." ■ Ana



DISLIKES: "Some parts were boring and annoying. There were long pauses where a younger kid might get bored." ■ Kathleen

"The game was kind of slow." ■ Arielle

SOUND ADVICE: "Make the objects move faster and make it go faster when you go into a different room." ■ Ana

FINAL REPORT: Slow gameplay proves that looks aren't everything.

Mighty Math Carnival Countdown

PUBLISHER: Edmark

CONTACT: 800-691-2985; <http://www.edmark.com>

PRICE: \$39 (street)

REQUIREMENTS: 2X CD-ROM, System 7.0.1 or later, 25MHz 68030 or better, 8MB of RAM



MIGHTY KIDDIE math carnival falls a few clowns short of a fully loaded car.

kids the building blocks of math and logical thinking in true kid form. Although you can adjust the Bubble Band Grow Slide to change the topic and level of difficulty for each game, there just aren't enough acts in the ring to keep the show alive.

GOOD FOR GRADES: K to 2

LIKES: "I like the music because it fits in with the circus. I also like the graphics because they are good cartoons." ■ Arielle

"You could change the difficulty of the game by moving a knob. They start out very easy, then you can make them difficult." ■ Krystal

DISLIKES: "This program had terrible voices, bad colors, was boring and I would not recommend it." ■ Kathleen

"The games are boring for nine and older kids." ■ Rockson

SOUND ADVICE: "Make a harder version for older kids and make more games." ■ Ana

FINAL REPORT: This three-ring circus could use a few sideshows.

Paint, Write & Play!

PUBLISHER: The Learning Company

CONTACT: 800-227-5609; <http://www.learningco.com>

PRICE: \$40 (street)

REQUIREMENTS: 2X CD-ROM, System 7.0.1 or later, 33MHz 68030 or better, 8MB of RAM



Paint, Write & Play! lets your kids do just that—for hours. This preschool publishing guide gets kids involved in all aspects of the creative business. A brief stint in the Art Studio has kids fiddling with over 48 colors, clip art, patterned fills, and a selection of pre-designed backgrounds. These colorful visions become stories in the Writing House where kids choose from an ABC selection of commonly used words or just wing it on their own, while a trip to the Travel Center offers a whole new vocabulary encountered in exotic locales. The only drawback is the helpless hedgehog guide who doesn't really offer much direction to struggling artists.

GOOD FOR GRADES: K to 4

LIKES: "It had a lot of options, like when you were in the Art shop, you got a lot of choices for art supplies." ■ Krystal

"You can always quit. There's regular, light, or dark colors to choose from and you can type in what your picture says and make cool books." ■ Ana

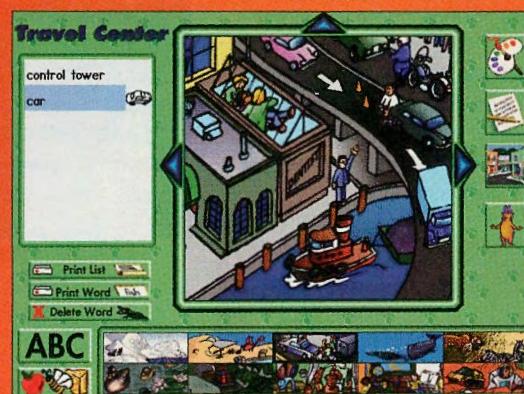
"It's lots of fun to play. There are a lot of icons like animals, cars, and dinosaurs to choose from." ■ Sean

DISLIKES: "The pasting pictures are too little and it needs a CD to run with it." ■ Rockson

"I didn't like how it would freeze if you went on screen saver and came back to the game." ■ Lena

SOUND ADVICE: "I would add more information to the Travel Center." ■ Kathleen

FINAL REPORT: Hedgehog lacks direction, but kids enjoy the busy work.



FREE-FORM WORKSHOP inspires aspiring artists to finally start that book they've been meaning to get to all these years.

The Simpsons Cartoon Studio

PUBLISHER: Fox Interactive

CONTACT: <http://www.foxinteractive.com>

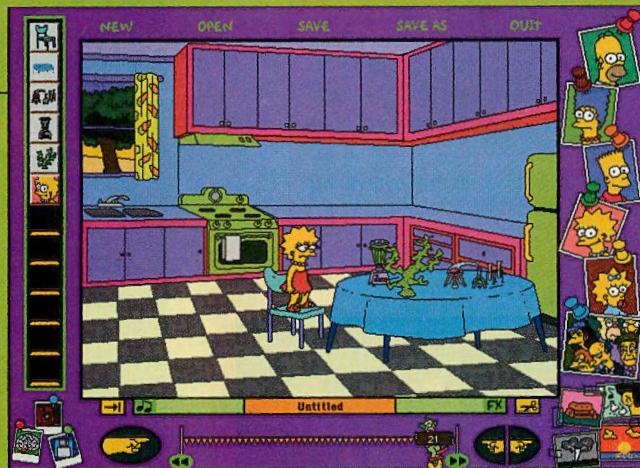
PRICE: \$39.98 (srp)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, 33MHz 68030 or better, 8MB of RAM



B The Simpson's Cartoon Studio lets you create your own Homerabilia by handing you the characters, backgrounds, props, and sound effects necessary to develop your own 'toon. The entire town of Springfield is at your disposal as you master the ins and outs of creating an animated short. Though half the fun of creating anything is the process of getting there, it's hard to get anywhere with this title's lack of any onscreen tutorial or help functions.

GOOD FOR GRADES: 4 and up



MORE FUN THAN a day full of free, chocolate-covered, cream-filled donuts.

LIKES: "I liked how there was all the main characters from the real Simpsons show to choose from." ■ Carl

"I liked it because it was just like the Simpsons and I love the Simpsons." ■ Lena

"Some of the things the characters did, along with the backgrounds and music, made it very entertaining." ■ Krystal

DISLIKES: "It didn't give you enough directions." ■ Lena

"I couldn't find out how you made the people move from one place to another. If they were walking they would walk in one place, not move from here to there." ■ Krystal

SOUND ADVICE: "Let the characters talk." ■ Carl

FINAL REPORT: Playing with dolls was never this fun.

Highlights Puzzlemania

PUBLISHER: Graphix Zone

CONTACT: 800-828-3838; <http://www.gzone.com>

PRICE: \$39.95 (srp)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, 68040 or better, 5MB of RAM



Finally, the clever collection of puzzles, riddles, and games that used to make waiting for your dentist almost fun, has come to your computer. Highlights Puzzlemania is a joyous collection of math mazes, photo scrambles, hidden pictures, secret codes, and classic "what's different" puzzles that will send parents into fits of nostalgia while keeping kids thoroughly entertained. More than 100 games and puzzles come complete with catchy music and cute animations.

GOOD FOR GRADES: K to 4

LIKES: "I liked the different games because you are kept interested. I liked the music because it was different each game." ■ Arielle

"You never got bored. The hidden object puzzle was fun because it was easy to do at first and then it got harder and harder." ■ Krystal

DISLIKES: "Nothing." ■ Rockson, Arielle, Lena

"The sounds come too slow."

■ Ana

SOUND ADVICE: "The whole thing was fun! It did not need improving." ■ Kathleen

FINAL REPORT: These simple games are simply fun.



NOSTALGIC COLLECTION of games is puzzle perfect even today.

Freddi Fish 2: The Case of the Haunted Schoolhouse



PUBLISHER: Humongous Entertainment

CONTACT: 800-499-8386; <http://www.humongous.com>

PRICE: \$39.95 (street)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, 25MHz 68040 or better, 8MB of RAM

An evil ghost has robbed the school's guppies of all their toys which means that you have to help Freddi Fish and his sidekick, Luther, get the stolen goods back. This beautifully illustrated, Little Mermaid-like adventure leads you on a quest through sunken ships and the lost island of Atlantis as you search for the trap-making tools you'll need to snare the greedy ghost. Along the way, you can stop to play games or sing songs with some friendly sea folk.

GOOD FOR GRADES: 1 to 5

LIKES: "It had you always thinking about what you're going to do next and how to figure out each problem that you come upon." ■ Krystal
"I like how you have control over the fishes. I also like how you can go wherever you want." ■ Carl

DISLIKES: "In the classroom the people talk too long and everything has to play an annoying song." ■ Sean

"The storyline was about a ghost stealing the children's toys and it was a horrible storyline. Put a twist in the plot." ■ Kathleen

SOUND ADVICE:

"The game does a lot for you. I think you should be able to do more." ■ Krystal

FINAL REPORT: A Disney wannabe that comes darn close.

SCALED-DOWN FISH TALE manages to maintain its mystery in deep water.



American Heritage Children's Dictionary



PUBLISHER: Houghton-Mifflin Interactive

CONTACT: 800-829-7962; <http://www.hminet.com>

PRICE: \$39.95 (srp)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, 25MHz 68LC040 or better, 8MB of RAM for 68LC040, 12MB of RAM for PowerPC

Word for word, this digital dictionary beats out the competition. Click on any letter from A to Z and up pops a screen that is loaded with words and illustrated by colorful drawings and animations that wiggle, whirl, growl, and throw their voices. Word Finder lets you search among the 37,000 entries, the Word Wheel offers up related words, and Word Detective supplies fun facts. For a little wordplay, try your hand at charades, hangman, or a spelling bee.

GOOD FOR GRADES: 2 to 5

LIKES: "It has pictures, so if you are trying to look up a word a picture will pop up." ■ Carl

"The games are fun to play and the definitions are easy to understand." ■ Rockson

DISLIKES: "Well, it's a dictionary and who likes dictionaries?" ■ Krystal

"It wasn't really my age." ■ Lena

SOUND ADVICE:

"Make more things that make noises and move." ■ Ana

FINAL REPORT:

Wordy, but pleasantly useful nonetheless.

YOU'LL HANG ON its every animated word.



What the Adults Thought

It just goes to show that familiarity breeds... popularity. Although billed as a title for kids aged six to adult, The Simpsons Cartoon Studio had the MacAddict staffers calling dibs the instant it was torn from the box. This outburst of adult love, combined with the title's lack of onscreen direction, tutorial, or help functions, made it unclear whether the Cartoon Studio was more appropriate for our adult's inner child, or the children themselves.

But, kids seem to love a challenge. In fact, one of their biggest complaints is that there's a shortage of smart software for older kids who demand more difficult programs. One of our 12-year-old readers, Keenan M. Crane, wrote, "I am a kid, but I know that I wouldn't enjoy any of those games with their bad fruit salad interfaces. I'm not a blood-thirsty DOOM player either, and I would much sooner use Windows 95 than play these games any day." Ouch. If any other readers find the Kidz Section as "offensive and degrading" as our budding young programmer, please let us know what you would like to see in the stores. We'll pass along the word to the people who actually make the titles.

By the way, both the kids and adults loved The Simpsons Cartoon Studio. Cowabunga, dude.

TOP 10 WAYS TO KNOW YOU'RE A Mac Addict

10. Your 486 works great—as a flower press

7. You can't resist the urge to use "Command Y" to eject your Pop-Tarts from the toaster

3. You paid \$150 for an old Homestead High School yearbook picturing Stephen Wozniak

9. You constantly double-click the bar of soap in the shower

5. You read "Inside Macintosh" to your three-year old Mac whiz instead of Dr. Seuss

2. You are always telling people you can quit using your Mac anytime you want to...

6. You wish this was a "Top Five" list so you could get back to your Mac sooner

4. You turn on the TV and are concerned when you don't see a smiling icon



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how to create macros

Why do stuff yourself, when your Mac can do it for you?

Ease of use is the hallmark of the Mac interface, but when it comes to accomplishing repetitive chores, its graphic interface can actually get in the way. Fortunately, there is a wide array of powerful Mac-only software—from simple text-entry programs such as the shareware TypeIt4Me to the powerful system-level scripting of the free Userland Frontier—ready to serve you. At their core, programs like these help automate tasks you need to perform over and over again.

The two most general-purpose automation programs are CE Software's QuicKeys (800-523-7638) and WestCode Software's OneClick (619-487-9200). For most of its automations, QuicKeys relies on manually activating key parts of the Mac OS' interface, including scroll bars, dialog box buttons, mouse clicks, and menus.

These are combined into sequences that QuicKeys processes in order. In contrast, OneClick uses a scripting language, called EasyScript, that is optimized for use with its button palettes. OneClick's button creation tools are far more flexible than QuicKeys', but for basic commands, new users may find QuicKeys easier. A promising new challenger to both programs is Binary Software's KeyQuencer (310-449-1481), a lean package that can carry out instructions on remote Macs. KeyQuencer was available originally as shareware; the 2.0 version is a commercial offering.

If you'd like to get some hands-on time at what it takes to get hands-off, then check out this tutorial for applying QuicKeys 3.5 and OneClick 1.02 to two different automation tasks. Go forth and automate! —Ross Scott Rubin

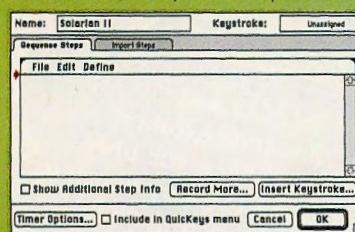
Switch

Color Depth

Ever encounter one of those fussy old games that isn't hip to monitors displaying more than 256 colors? With QuicKeys, you can create smart "alias" type icons that, when you double-click them, automatically switch your monitor's color depth and then launch the game.

STEP 2

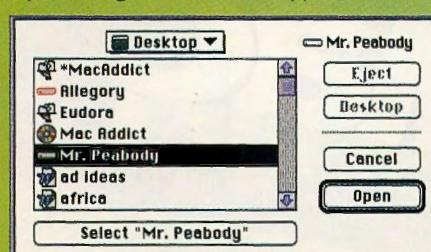
Choose Sequence from the Define menu. This causes QuicKeys 3.5's revised Sequence editor to appear. Sequences are QuicKeys' way of stringing together commands to accomplish multiple tasks with a single keystroke. Now



type a name for your sequence. It should be something descriptive; we'll use Solarian II (a game) as an example. If you run out of room in the name field, you can add more text in the comment field.

STEP 4

Choose File Launch from the Define menu. A standard Open dialog appears in which you can pick the name of the game that you want to launch. In the standard Open dialog box, select the application and click the Select button

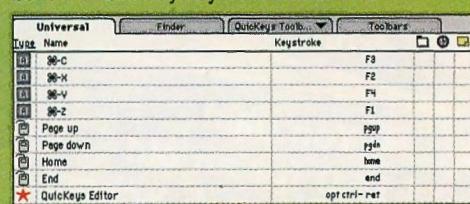


at the bottom of the dialog box. You're now done with your sequence. Click OK in the Sequence editor. This saves the sequence.

STEP 1

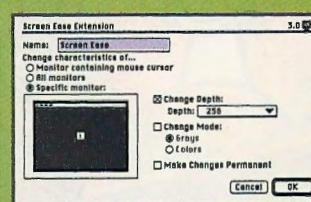
Choose QuicKeys from the QuicKeys system menu. The QuicKeys editor

appears. The system menu, new to QuicKeys 3.5, provides convenient access to various QuicKeys palettes and lets you show and hide the toolbars it can create.



STEP 3

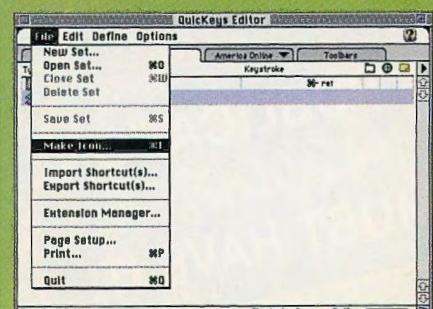
From the Extensions menu in the Define menu, choose Screen Ease. Screen Ease is a special QuicKeys extension that allows you to automate Mac features without having to manually step through them, as you would with a menu or mouse click. Click the Change Depth check box to change color depth. Then set the color depth to 256 colors and click OK. This will change the screen to 8-bit color regardless of the current monitor setting. Screen Ease becomes the first step in the sequence.



STEP 5

As a last step, select the sequence in QuicKeys' shortcut list (in the QuicKeys Editor) and choose Make Icon... from the File menu. This

will let you save your shortcut as a double-clickable program. You can even copy a custom icon onto it!



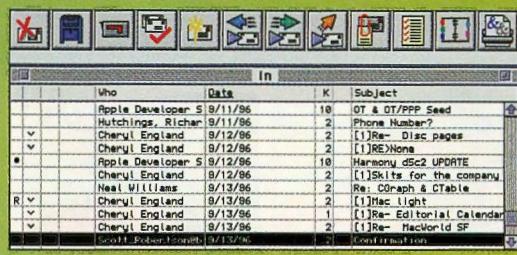
Automatic Signatures

Nowadays, many e-mail programs support signatures, little tag lines that often have personal information or a quote. But no one says you have to sign all your e-mails the same way! With OneClick, you can create a small palette that lets you insert signatures with the click of a button.

STEP 1

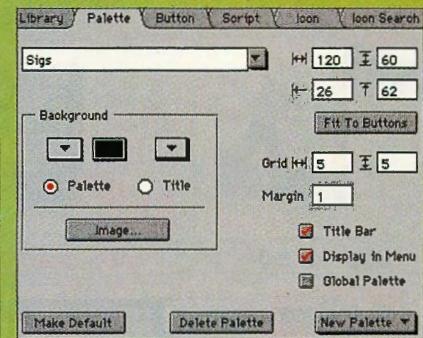
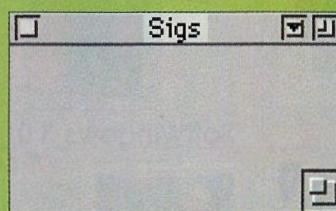
Open your e-mail program. Unlike QuicKeys, most of OneClick's work does not require you to interact with the "host" program

since OneClick relies on a simple scripting language that we'll tackle later. However, having your e-mail program open helps you define whether a palette should be application-specific or open in any application.



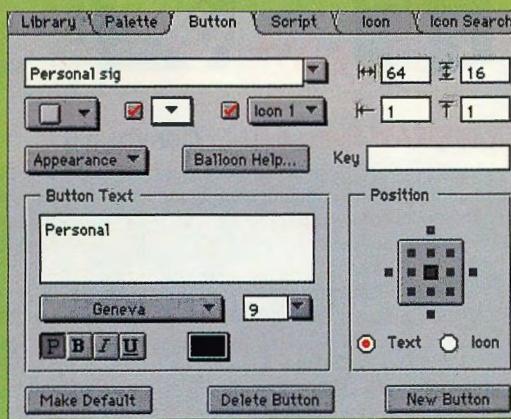
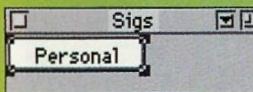
STEP 2

Choose OneClick Editor from OneClick's system menu. The OneClick Editor allows you to interact with and edit any button palettes. Be careful as you experiment with other palettes, though. The window title bars and close boxes are actually just OneClick buttons and they're editable when the OneClick Editor is open! Click the Palette tab. Go to the New Palette pop-up menu and choose New Application Palette. A small gray rectangle appears (near right). This will be the floating space in which you'll create your buttons. Name the palette "Sigs". Note that it becomes the title of the palette.



STEP 3

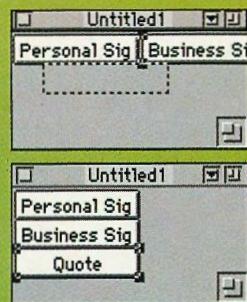
Click the Button tab and then click New Button and name it "Personal Sig". Set the width to 64 and type "Personal Sig" in the Button Text field. Repeat this for two more buttons, calling them "Business Sig" and "Quote".



STEP 4

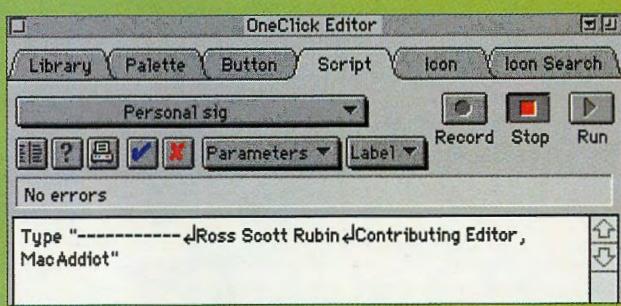
Move the buttons around the palette so that they line up.

When they are aligned, click the Palette tab and click the Fit to Buttons button. This causes the palette to be resized so that it fits exactly around the buttons.



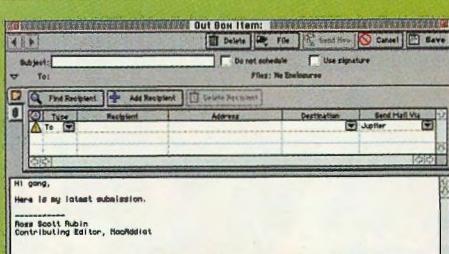
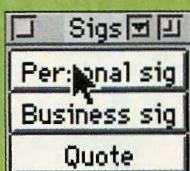
STEP 5

Now you need to simply type in your quotes for each button. For each button in the palette, click the button and click the Script tab. In the text entry, type the word "type" (no quotes) and put your signature in quotes. You can create a new line in the signature by holding down the Option key as you press Return. You can also make an icon for each button by designing one with the editor in the Icon tab.



STEP 6

Close the OneClick Editor by clicking in its close box. The signature palette should now work. Clicking the appropriate button will quickly import your signature in the bottom of any e-mail message. By going back to the OneClick Editor, you can make the sig palette a global palette, which means your favorite signature will only be one click away.



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- ✓ Spellcheck
- ✓ Select All, Clear All
- ✓ New, Save, Save As,
- ✓ New Document
- ✓ Page Setup, Print, Quit

COMMON NETSCAPE COMMANDS INCLUDED (HERE'S A FEW SAMPLES!)

- ✓ Open Netscape
- ✓ Open Location
- ✓ Add New Bookmark
- ✓ Open File
- ✓ Page Forward, Page Back
- ✓ Select All and Copy
- ✓ General Preferences
- ✓ Stop Loading
- ✓ New Mail Message
- ✓ Re-load page
- ✓ Print
- ✓ Quit Netscape

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how to get your site online

You've planned, you've created, and you've tweaked. Now it's time to go live.

Before anyone can visit your Web pages, you have to make them available by uploading them to your Web host. Your pages will reside on the hard drive of your Web host. For most people, that host is a local dial-up Internet Service Provider or ISP. (If you're using America Online, CompuServe, or another commercial online service as your Web host, you'll have to dig out their specific instructions. On America Online, keyword "HTML" gets you to the right area. As we went to press, though, CompuServe still didn't give Mac users access to its Web page space. If you're hosting a site on your own Mac, you already know far more than I can tell you here.) If your provider gives you FTP access to Web space, read on for how to use it. If not, you'll have to rely on your provider to guide you through the process.

Uploading your Web pages to an ISP is really quite simple, mostly thanks to the sophistication of one of the Internet's most well-designed tools—Jim Matthews' Fetch, a shareware FTP utility. It's mainly known as a fine application for retrieving files from the Internet, but its capabilities go way beyond that simple task. Hidden among the menu choices is a complete set of the commands you need to maintain a simple Web site.

Fetch isn't the only way to get your files to the host, but it is the best. Most Web hosts are Unix machines, and files are stored in DOS-like directories. Fetch does a beautiful job of putting a Mac-like face on that command-line operating system.

STEP 1 Perfect Your Site Locally

First, check that your Web site runs perfectly from your hard drive. Be sure that the folder hierarchy is set up as you want it (we covered this process earlier). Use your favorite browser to open the site locally. Do all the local links work? Do all the graphics appear?

Now let's go public.

STEP 2 Create the Folder Hierarchy

Now use Fetch to log on to your ISP. Fetch will ask you for the host's URL, your username, and password. Ignore the Directory box.

Navigate to the directory that holds public HTML files—your ISP can tell you which one. My Web files, for instance, are kept in a directory called "public_html."

I didn't create the directory—there's a "public_html" directory in all the personal directories on my ISP. Once you've reached your home directory on your Web host, save a bookmark (choose Save Bookmark from the File menu) so you never have to enter all that info again.

Hot Tip:

Ask your provider to pass along its standard instructions for uploading files. You'll need to know things such as your provider's Host Name and the name of the directory for your public Web files.

Enter host name, userid, and password (or choose from the shortcut menu):

Host:	interport.net
User ID:	joholmes
Password:	*****
Directory:	
Shortcuts:	<input type="checkbox"/> Cancel <input type="checkbox"/> OK

FILL IN THE BLANKS in Fetch and you'll be connected with your ISP.

Name	Size	Date
acc01.html	7K	04/12/96
artists.html	27K	06/13/96
com_alpha.html	8K	06/13/96
com_num.html	7K	06/13/96
esquivel	-	04/12/96
gallery	-	06/25/96
gallery.html	10K	06/25/96
graphics	-	06/25/96
icons	-	04/12/96
index.html	12K	06/25/96
jpeg	-	04/12/96
pointers.html	7K	06/14/96
pr	-	05/14/96
reissues.html	2K	04/12/96
savpoll.html	10K	06/11/96

THIS IS FETCH'S WINDOW to the files and directories on your Web host. It works just like the Open and Save dialogs you're used to, except that the folders in this window are actually Unix directories on the remote host.

Name	Size	Date
baaroom.jpg	63K	04/12/96
baaroom_sm.gif	9K	04/12/96
door.jpg	52K	04/12/96
door_sm.gif	10K	04/12/96

CREATE DIRECTORIES that exactly match the folder hierarchy on your Mac.

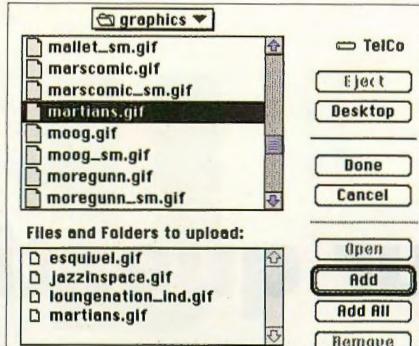
Now create a set of directories on the host to exactly mirror the folder structure containing your Web files on your Mac, using the Create New Directories command under the Directories menu. Be sure to put subdirectories inside the right parent directories. Each directory on your ISP must use the exact same name you use on your Mac.

STEP 3 Upload your Files

All files must be uploaded in "Raw Data" format. You can tell Fetch the format every time you upload, or better yet, set the uploading preferences to Raw Data—for both text and non-text files—so that you won't be asked every time. Choose Preferences under the Customize menu to do this.

Now upload the contents of each of the folders of your Web site on your Mac into the corresponding directory on your Web host. Fetch provides two easy ways to do this. You can choose Put Folders and Files from Fetch's Remote menu and then work in a dialog box. But if you're using System 7.5 with its beautiful drag and drop

THIS DIALOG WORKS LIKE THE MAC'S standard Open and Save dialogs, but it lets you select more than one file at a time to upload. The selected files are listed in the bottom window.



-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 accol.html	-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 accol.html
-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 ha.html	-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 ha.html
-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 h.html	-rwxr-xr-x 1 jholmes client 7059 Apr 12 14:30 h.html
-rwxr-xr-x 2 jholmes client 7059 Apr 12 14:30 jholme	-rwxr-xr-x 2 jholmes client 7059 Apr 12 14:30 jholme
drwxr-xr-x 2 jholmes client 7059 Apr 12 14:30 jholme	drwxr-xr-x 2 jholmes client 7059 Apr 12 14:30 jholme

Your permissions
“-” indicates a file
“d” indicates a directory

Everyone else's permissions
None

Read, Write, Execute

capabilities, you can open a directory in Fetch's window, switch to the Finder, open the corresponding Mac folder, and then—get this—drag a group of files right from the Finder into the Fetch window. Try that in Windows 95!

There's only one thing that cannot easily be accomplished with Fetch, and that's copying or moving a file from one directory to another. The workaround for a file move is to simply delete the original and upload a copy to the new location. To copy a file, just upload another copy.

Finally, double-check to be sure you're uploading files into the right directory. As soon as files have been uploaded, you've gone public.

STEP 4 Troubleshooting

Use your Web browser to check your site. Try every local link. Re-examine every page. You're sure to find some bugs which you can now fix. Re-upload fixed pages. Then try every remote link to be sure there are no typos. (Note: All the links to files within your site should use relative URLs, that is, they should specify only the path within the main Web site folder, like so: <http://graphics/spot> and not the full path on your hard drive, <http://hard_drive/pagemill_files/web_site_folder/graphics/spot>. The former will work fine after uploading; the latter won't. Most Web page writing applications take care of this for you.)

If your browser reports that you don't have permission to see a page, use Fetch's File List command under the Remote Menu to check your files' permissions.

The files' permissions are listed in groups of three: the first three

are your own permissions; the second two sets are everyone else's. All files should be “rwxr-xr-x” (“rwx” stands for read, write, and execute) which means “read-write-execute, read-none-execute, read-none-execute,” and directories should be “drwxr_xr_x.” If that's not what you see, use Fetch's Set Permissions command, under the Remote menu. Select the files that are set incorrectly and give the Owner—that's you—“read,” “write,” and “search/execute” access. Give Group and Everyone “read” and “search/execute” permission only.

how to

Hot Tip:

Once your site is up, you will have a backup of all of your Web files. You can always download a copy of any file using Fetch, or save a page as text with your browser, leaving the HTML tags behind.

STEP 5 Maintaining Your Site

You'll want to update your site often. When you change a page or a file, just repeat the upload process. If you upload a file to a directory that contains a file by the same name, you'll

Set file/folder permissions to:			
	Read	Write	Search/ Execute
Owner:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Group:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Everyone:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Cancel		OK	

CORRECT PERMISSIONS PROBLEMS in Fetch's Set Permissions box.

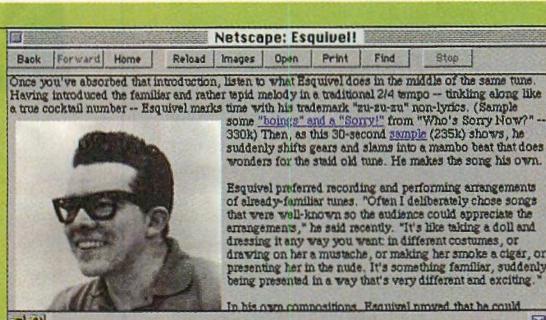
Save Money, Gain Space

Many Internet service providers offer you a home page on the Web as part of the standard \$20 or \$30 per month account, allotting two to 5MB of space for your pages (though I've heard rumors that some offer as much as 10MB).

But if you have lots of graphics or sound files, it's easy to use all of the allotted space, and additional space is usually pricey. Some ISPs won't even sell additional space—you have to pay \$150 or more for a commercial-level account.

Here's a trick to pick up an additional 10MB of space for just \$10, and it's available anywhere in the United States. The secret? Join America Online. Each AOL account comes with 10MB of space on AOL's Web server, which is divided into 2MB per screen name.

It's a cinch to use AOL's 10MB as additional space for your existing Web site, no matter where your site is hosted. First, understand that a visitor to your Web page doesn't know or care where individual files are located. Each page and file



THESE LINKS TO SOUND FILES look and act just like any other link, but they point to files that are stored on America Online.

can reside on widely separated hosts—even continents apart. Click on a link, a file is grabbed from wherever it exists. It's all completely transparent.

What this means is that you can keep your small HTML pages on your ISP,

and keep up to 10MB of graphics or sounds on America Online.

Is all this extra hassle really necessary? Consider: My ISP gives me 5MB of space. I have four 30-second sound files, average size 300K—that's more than a megabyte of sound. I offloaded those files onto my AOL space, and linked to them with the AOL URL.

With the extra space, I can add another 25 sound files of similar size. Or I could make my sound files larger by making them stereo, or higher quality. (But watch out for that one—your visitors don't necessarily want to download a file twice the size!)



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FIND THE
SHAREWARE
MENTIONED
and System
7.5 Update
2.0 on
The Disc.

Tips

Storing Registration Numbers

In the premiere issue of MacAddict I suggested using empty folders to store program registration serial numbers. Since then an even more elegant solution has occurred to me. If you have an application that requires a serial number to run, duplicate it. Open this duplicate with ResEdit. Double-click the DITL icon and look for a registration dialog box resource. If you're lucky, the resources are named logically. If not, simply double-click each in turn until you locate the registration dialog box. Drag a Static Text object to the registration dialog box, double-click the Static Text object, enter the serial number, click the close box, then make sure the full serial number is visible in the dialog box without obscuring any of the buttons. Quit ResEdit, allowing it to save changes to the application. You can now delete the original application after you've tested the doctored duplicate to make sure it works correctly.

From now on, whenever the application asks you to enter the serial number, it will be right there in the registration dialog box!

Register Fetch	
Name:	<input type="text"/>
Company:	<input type="text"/>
Serial #:	<input type="text" value="12-345-67890"/>
<input type="button" value="Cancel"/> <input type="button" value="OK"/>	

USE RESEDIT TO EMBED SERIAL NUMBERS in registration dialog boxes for easy reference.

Q I have what I think is a corrupted file that I am unable to delete. Every time I choose Empty Trash from the Finder's Special menu, an alert box appears saying I can't delete the file because it's locked. However, Get Info shows it to be unlocked, as does ResEdit. I try holding down the Option key while emptying the Trash, but that doesn't work either. How can I get rid of this file?

A Sometimes the Finder gets confused and won't delete a file using normal procedures. In such cases, the simplest solution is to drag the troublesome file onto the Desktop. Then duplicate any other file and give it the same name as the item that refuses to be deleted. Drag this sacrificial file to the Desktop and click OK when the alert box asks if you want to replace the problem file with the one you're moving. Then drag the replacement file to the Trash. You should have no trouble deleting it. If this doesn't work, try John Jeppson's freeware utility, HellFolderFix, which attempts to repair the disk's catalog file. I'd also recommend running Apple's Disk First Aid or Norton Disk Doctor to see if there is any serious directory damage.

An item named "Diehard file" already exists in this location. Do you want to replace it with the one you're moving?

Cancel

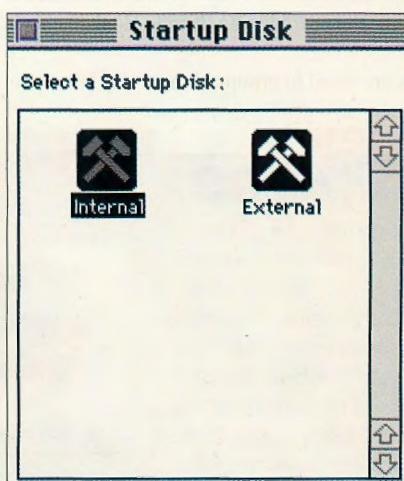
OK

FILES THAT REFUSE TO BE TRASHED can usually be replaced, allowing you to delete the duplicate.

Q Whenever I turn on my Mac, a disk icon appears on screen before the "Welcome to Macintosh" greeting. Sometimes a flashing question mark also appears in the disk icon. What is causing this?

A The flashing disk icon indicates the Mac can't find a startup volume. If it never disappeared, I'd suspect you had serious trouble with your hard drive, in which case I'd recommend using Symantec's Norton Utilities in an attempt to restore your drive's health. However, since the icon appears only temporarily, it sounds like your Mac doesn't have a startup volume selected.

That's simple enough to fix. Open the Startup Disk control panel, select the internal hard disk as the Startup Disk (if you have no other drives, it should be the only available icon), close the control panel, and choose Restart from the Finder's Special menu. Keep in mind that if you ever reset the Parameter RAM (PRAM), you must respecify your startup disk again.



A FLASHING QUESTION MARK inside a disk icon is a good indication that nothing is selected in the Startup Disk control panel.

Q Much as I hate to admit it, Windows 95 has a very useful feature that automatically plays audio compact discs and runs programs on CD-ROMs when a disc is inserted. How can I do this with the Mac OS?

AutoPlay

Enable Audio CD AutoPlay

Plays audio CDs in sequential track order automatically when inserted.

Enable CD-ROM AutoPlay

Allows some CD ROMs to start automatically when inserted.

WITH QUICKTIME 2.5, YOU CAN MAKE the Mac automatically play audio CDs and run programs from Mac CDs when they are inserted.

Ask and ye shall receive. Apple introduced AutoPlay as a new feature in QuickTime 2.5. To enable this feature, open the QuickTime Settings control panel and mark the checkboxes. Why Apple stuck these features in the QuickTime control panel instead of making AutoPlay part of the Apple CD-ROM package is beyond me.

Q Recently my Mac has inexplicably begun creating folders all by itself. These folders appear on the desktop with names like Fri, Aug 16, 1996 7-11 p.m. They are usually empty, but sometimes the folders contain documents. Is my Mac possessed?

A No need to break out the holy water just yet. Sounds like you've unwittingly stumbled upon an Energy Saver feature. Open the Energy Saver control panel and choose Document Auto-Save from the Preferences menu. By default, Energy Saver automatically saves all open documents when it shuts down the Mac so that you never lose work in progress. Any documents that had previously been saved are saved with their current names and locations intact. Untitled documents that have not been saved, however, are given a generic name and placed in a time- and date-stamped folder on the desktop for easy retrieval.

If there are unsaved documents at automatic shutdown...

put the system to sleep instead of shutting down.
 auto-save and then shut down:

Titled (Previously Saved) Documents _____
Titled documents will be saved using their current names and locations.

Untitled (Never Saved) Documents _____
Untitled documents will be named automatically and saved in...

Desktop Folder

Re-open current documents and applications at startup.

ENERGY SAVER, NOT THE DEVIL, may be responsible for empty folders on your desktop.

Q Whenever my Power Mac 7200/75 wakes from sleep, the volume in the Sound control panel is set to the max, even if the volume was at the lowest setting prior to going to sleep. What can I do to stop this?

Fun Factoid

Happy Feet!

A ccording to former Apple president Mike Scott, the first time the company exhibited at the Consumer Electronics Show in Chicago, the small band of employees working the booth complained about how sore their feet were from standing all day. Funny thing is, Apple co-founder Steve Jobs, who spent most of his time in bare feet or sandals back in those early days, wasn't complaining. Jobs proudly shared his solution for refreshing himself: he would periodically go to the rest room, sit on top of a toilet tank, plop his feet into the toilet bowl, and then flush repeatedly to create a poor man's whirlpool.

A You need version 2.0.1 or later of the Energy Saver control panel, which is included in System 7.5 Update 2.0 (System 7.5.3). Earlier versions cause problems with the Power Mac 7200 series.

Q I have two SCSI devices on my Mac: a scanner and a SyQuest EZ135 drive. Is it OK to turn on just one of these devices if I know I'm not going to use the other? I know that the SCSI devices should be turned on before the computer is turned on, but how about turning them off before the Mac is shut down? If I scan for a few minutes, can I then turn off the scanner and keep the computer turned on?

A SCSI is voodoo; it doesn't always work the way it's supposed to. Apple says that even if you don't plan to use a device, you still must power it on to ensure a proper SCSI signal path. I have several SCSI devices attached to my Mac and I never bother turning them on until needed. I've been doing this for years and so far, no problems. Theoretically, this sort of reckless behavior could harm the devices or the Mac, so I don't recommend it. However, my GCC PLP II printer hangs my new Power Mac 7500 at startup if it's turned on before the Mac, so I have no choice. If your Mac and its devices operate fine with one of the devices turned off, I don't see the harm. On the other hand, if neither device draws too much power or makes too much noise, why not leave them on just to play it safe? One word of warning: NEVER connect or disconnect a SCSI device while the Mac or the device is turned on. This can fry your equipment and cause data loss.

Q I'm about to enter a new job that requires me to use a PC at work (yuck!). I have heard of software that allows me to open Mac files on a PC. Do they work in reverse? In other words, will I be able to open files on a PC-formatted floppy on my Mac? Also, is there any software available that runs Mac software on a Windows machine? Sort of like SoftWindows in reverse?

Unsubscribe Me

When you subscribe to a new mailing list on the Net, you usually receive a "welcome" message that explains the mailing list rules as well as instructions for unsubscribing, and how to post to the list. Instead of reflexively deleting these welcome messages, save them in a Mailing List folder so that they're always handy when you need them.

A Sorry to hear that your employer is forcing you to work with Windows. I hope it's at least Windows 95, as it's a lot more Mac-like than earlier versions. With the introduction of the 1.4MB SuperDrive in the revised Mac SE, Macs gained the ability to read PC-formatted disks, provided you had the appropriate utility. For the longest time, such software was an expensive option available from third parties, but Apple includes it free as part of the System 7.5 or later. Simply install the PC Exchange control panel in your System Folder and your Mac will work with 3.5-inch PC-formatted disks, allowing you to open most PC documents with compatible Mac programs. You can't run PC programs on your Mac without SoftWindows or a DOS compatibility card, however. As for running Mac programs on your PC, it's simply not possible. A few years ago Apple was rumored to have been working on a project, code-named Star Trek, which would have ported the Mac OS to the Wintel platform, but it was abandoned for unknown reasons.

5% of 149K (at 1.4K/sec, 01:41 remaining)

Saving as a "DeBabelizer" file.

Cancel

WHEN FIGURING MODEM THROUGHPUT, don't confuse bits and bytes.

Q I just bought a Global Village TelePort Platinum so that I could cruise the Internet at speeds up to 28.8Kbps, but when I'm downloading stuff with Netscape Navigator, the little progress

From Our Readers

If you're running Aaron (found online or on The Disc #1 from the premiere issue of MacAddict) and install the Manila Folder icons that we included on The Disc #2 (the October issue), you'll note that the title bar and folder icons don't match. Manila Folder icons don't have the Copland-style shadow effect and they are harder to identify than the Aaron or the standard icons. Here's a solution:

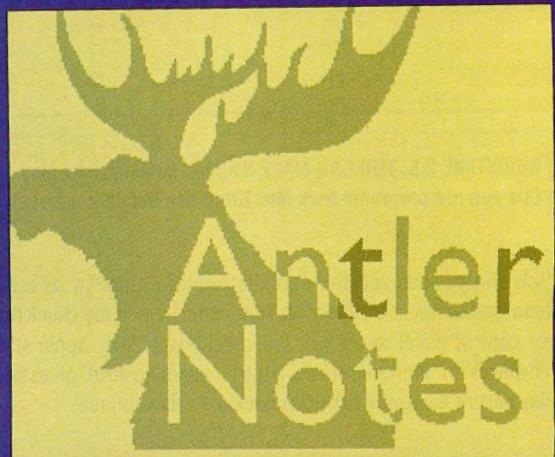
1. Copy the Manila Folder icons to Aaron instead of to the Finder's Preferences file. This way you'll avoid messing with the Finder. If you use Aaron as the icon holder and you mess something up, you can simply restart with extensions off (hold down the shift key at startup), remove the modified Aaron file and replace with a clean Aaron file.
 2. Using ResEdit, copy the Manila Folder icons that you like over Aaron's icon files. Match ID number to ID number. You'll get an alert box asking if you want to replace resources with the same ID. Click OK.
 3. After you've replaced the selected icons from Manila Folder into Aaron, add some of your own personality to your icons using the ResEdit icon editor—for example, add Copland-style shadows to the Manila Folder icons and recolor the remaining Aaron icons in the Manila Folder scheme.
 4. You can create custom Manila Folder icons with Folder Icon Maker running a new resource file. Rename it "Manila Folder Resources," import the Manila Folder icon (-3999) using the icon editor, and modify the file's icon (-16455) so that the mini Manila Folder icon is in the file outline.
 5. Add a name suffix (~Aaron Manila) to modified copies of Aaron (you paid the shareware fee, didn't you?) and make a note in the "vers" resource.
- Pete Imandt, Ramona, CA



Sticky

Easter Egg

To reveal a secret Easter egg in Stickies, open any note, type "Antler!", and then press Return. This inserts a large, gray-scale watermark of the Antler Software logo (the original developer of Stickies before Apple Computer purchased the rights to include it in System 7.5).



INVOKE A LITTLE "NORTHERN EXPOSURE" atmosphere with this Easter egg in Stickies.

window indicates that I'm barely reaching one tenth the maximum speed. Why?

A Because you're confused. Modem manufacturers specify the speed of their products in kilobits per second, whereas Navigator is reporting throughput as kilobytes per second. Since a byte is comprised of eight bits, multiply what Navigator reports by eight to see how close you are coming to your modem's top speed. Conversely, assuming your 28.8Kbps modem is operating with the pedal to the metal (which is rarely the case due to various factors such as the amount of traffic on the Internet and the quality of your connection), Navigator would report its throughput as 3.6K/sec when downloading a single file.

Q Is it possible to use a Mac IIsi as an external hard drive/floppy attached to my Mac Plus SCSI port? I recently saw a used Mac IIsi for sale but hesitated to buy it without knowing if I could use it as a peripheral device on my Mac Plus.

A You saved yourself money and aggravation. No desktop Mac can be used as an external hard drive or floppy for another desktop Mac. If you want more disk space for your computer, I recommend buying an external hard drive. That said, all PowerBooks except the 140, 145, 145B, 150, and 170 can be used in essentially the manner you envisioned. It's called SCSI Disk Mode and it allows the PowerBook to function as an external hard drive connected to a desktop Mac, facilitating file transfers between the two.

Owen W. Linzmayer (AskAddict@AOL.com) is a San Francisco-based freelance writer and the author of "The Mac Bathroom Reader." Please submit technical questions or helpful tips directly via e-mail or c/o MacAddict, 150 North Hill Drive, Brisbane, CA 94005.

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"93%"
MacFormat



MacHome Journal



MacUser



"1994 Flight sim
of the year."
Inside Mac Games

DOMARK

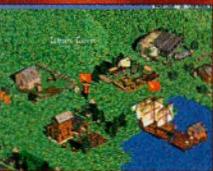
EIDOS
INTERACTIVE



powerplay

Dark Vengeance designers concentrate on gameplay, not polygons.

Teasers



Conquest Of The New World

PUBLISHER: MacPlay

CONTACT: 800-4MACPLAY;
<http://www.macplay.com>

You can be the Native Americans, or one of five colonial powers in this turn-based strategy game. Balance building, trade, politics, and warfare in your quest to build the ultimate nation. Each power has strengths and weaknesses (we wonder if smallpox is one of them), so choose wisely.

NASCAR Racing

PUBLISHER: Sierra On-Line

CONTACT: 800-757-7707;
<http://www.sierra.com>

Drive your custom-painted car on 16 different NASCAR tracks. Apple's PlainTalk lets you talk to your pit crew, and optional auto braking and shifting take the hassle out of driving—bet the real drivers would like that. We loved IndyCar Racing II—NASCAR should be at least as good.

Prime Target

PUBLISHER: MacSoft

CONTACT: 800-229-2714

While this game uses the Marathon engine licensed from Bungie, it doesn't just substitute graphics and sounds. This is a mystery that takes place in Washington, D.C.—yes, we always knew that federal buildings were mazes—and you must decipher just where to go. Innovations on the engine enable you to move objects, such as chairs, to get at secret spots, and you shoot the leaves off of plants.

Reality Bytes, creators of Sensory Overload, earlier this year released Havoc, the first game to use Apple's QuickDraw 3D RAVE technology. RAVE allows developers to make 3D games that take advantage of the highest level of detail your machine can produce. For instance, in Havoc, environmental textures look flat on an ordinary Power Mac, but with a 3D accelerator card installed, rocks seem to jump out of the ground. Their next title, Dark Vengeance, a fantasy-action game, also uses RAVE to enhance gameplay. The game begins with an eclipse blocking the sun, allowing evil beasties to come out from their hiding places and take over the world. (You, obviously, have to stop this.)

We chatted with Jon Chait, President and CEO; David Chait, VP of Product Design; and J. Reginald DuJour, Creative Director, about the next level of 3D gaming.

MA: How have your games kept pace with the hardware?

JC: Dark Vengeance is our third generation technology. We kept our 3D engine running fast in software. Now that Apple and other manufacturers are using 3D hardware and gamers are demanding it, we're on the verge of games that feel like full-motion video, but are engine-driven, so they can be comfortable and interactive.

DC: We've built our own 3D tools. So inside our editor, we can create a model, apply the textures, animate him, and then pull him into the game to see what he looks like. The artist can pretty much do all of that on his own, and doesn't need to get a programmer involved. It keeps the creative process flowing much better.

JC: We're happy to see that the Mac side, as well as the PC side, is beginning to have 3D as a standard.

MA: What happens when 3D chips are in every computer?

DC: At the point where everything goes to hardware, we don't have to worry about an 8-bit software render, we can assume everything is 24-bit. The artist designs in 24-bit and is done.

JC: Technology is an enabler; it's not the creative process, it's not the design process, it's only a piece that helps the process. In games where you have animated characters, when the game is running at over a certain speed, it takes on a different feel. In Havoc, when you get it

up above 30 frames per second, all of a sudden you feel like you're in an arcade, pushing quarters into a machine, and all of a sudden it takes on a

different feel than if it's running at 15 frames per second.

**"All of a sudden
you feel like
you're in an
arcade, pushing
quarters into a
machine."**

DC: Dark Vengeance is much the same way; where because all of our animations are done much like you'd do them in a Strata or Infini-D—you actually take a humanoid character, and you go through an animation—you say, "OK, I want the right

arm up and the left arm down, and then a half-second later I want the right arm over here and the left arm down, say, here." The engine goes through and interpolates through that for the editor. So the faster you can get the game running, the smoother all of the motion is.

MA: How does this help the creative process?



Jon Chait



David Chait



Reginald DuJour

REG DUJOUR ACTUALLY MAKES SKETCHES after modelling them in Reality Bytes' editor.



games

DC: It used to be that you had to so strictly define what you were doing—X characters, the art has to be done by X date. Now it's just so much more fluid. Every day, it's almost like a new character contest. It's like, "What's the weirdest thing we can do next?" The special effects are just off the deep end, especially the magic spells. We're not planning on being an RPG [role playing game], but we're going to bring to the game a strong fantasy feel by letting you pick your weapons: short swords, long swords, daggers, hammers and axes. Then you get into the magical characters. You have the Wizard and the Sorceress, who can cast fireballs and wield magical shields.

MA: So you do have female characters?

DC: Originally there were five male and five female characters. Now it's six and four, because we needed a little bit more of a balance. The female mage and priest characters are actually more intelligent and have better magic strengths than their male counter parts. So in a one-on-one they could probably toast the male guys. Women basically rule. There's a female assassin who Reg [Reality Bytes' Creative Director] has designed holding two short daggers. We had to figure out how to balance out the rest of the characters to match her, because she can hide in the shadows; she can run up behind you and backstab you... she's definitely one of the bad-ass characters.

RD: We wanted to put some imagination and personality into it. We wanted all the excitement of the action and the combat game, but some humanity in it, too.

DC: Like if you haven't touched the keys for a while, the character will...

RD: Sit there and... sneeze, and then kind of look around, then kind of wipe his hand on his pants. Or he just sits there, and looks around, and then fixes his wedgie. And also just general things, such as cleaning his sword, or polishing his armor, or something. One I've been experimenting with, is that he's just kind of standing there, and then he starts dozing off.

So he's holding the sword, and you see it slowly going down, and going down, and then he wakes up.

JC: This was just too hard to do before—you had to code everything. We have it so that even I have given demonstrations of how you build something and animate it. But I don't think they'll let me put any more stuff in the game—not any time soon.

RD: We haven't really sat down and said, "OK, so exactly what are we going to be doing?" We had a basic concept, we had a basic storyline, a basic feel of the game, so we just go instinctively with the story. So there's a lot of, "Hmmm... what would be interesting here?" And then we just design it.

MA: When will we see Dark Vengeance?

JC: We're releasing this a little differently than we have in the past—we'll start by having sneak peeks up on our Web site; then we'll have people playing the demo; then we'll have a light version in time for Christmas; then some of the missions, as well as network play. Then the full game will actually be released in 1997, and that will include editors, so people can build their own worlds and characters. I think the network play will be some of the most fun—you and two of your friends can have this little three-person team, and go through the regular single-player game together.

MA: How do you describe what you do?

JC: As a company, I don't know if we push the bleeding edge or if we are sharpening it. We're working with 3D hardware drivers and boards that aren't out yet, and they haven't quite gotten everything tweaked, so sometimes it crashes and we don't know if it is us or them, but that's part of the development process. But knowing that stuff is going to be there, this game, this technology, is going to scale to the next generation, so that as you upgrade your system, Dark Vengeance will be even more realistic. —Kathy Tafel

more Teasers

Souls in the System

PUBLISHER: Starplay

CONTACT: 800-203-2503;

<http://www.starplay.com>



This top-down arcade game—a sequel to ShadowWraith—does more than simply add more levels. You can play over a network with only one copy (following the Warcraft model). Souls in the System also features a game recorder so you can watch yourself die over and over again.

Steven Spielberg's Director's Chair

PUBLISHER: Knowledge

Adventure

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Virtual Nightclub

PUBLISHER: Philips Media

CONTACT: 310-444-6500;

<http://www.philipsmedia.com/vnc>



If you'd rather be at your Mac at 3 a.m. than out and about, step into the Virtual Nightclub, where you'll find scenes from clubs around the world. If the music alone doesn't do it for you, there's a mystery involved, too.

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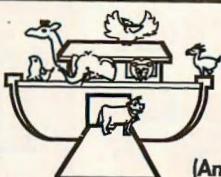
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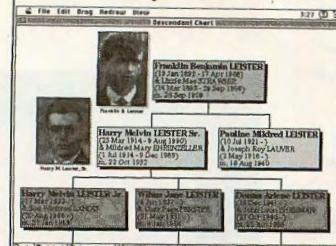
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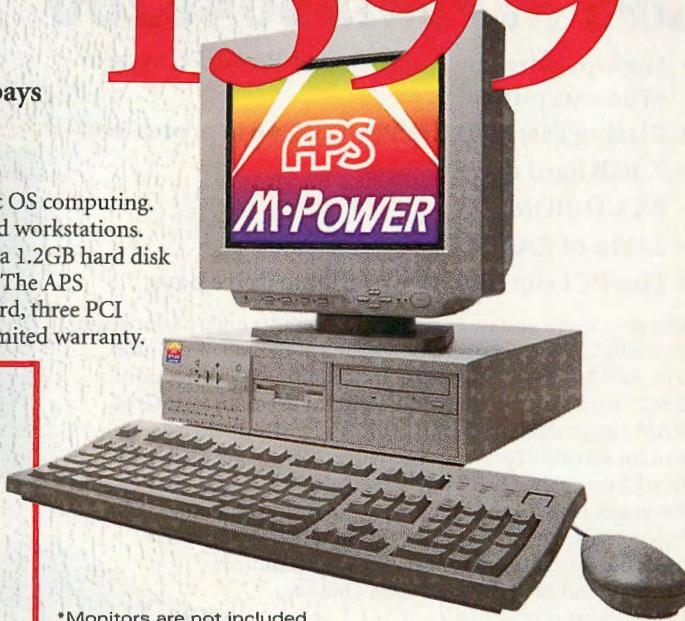
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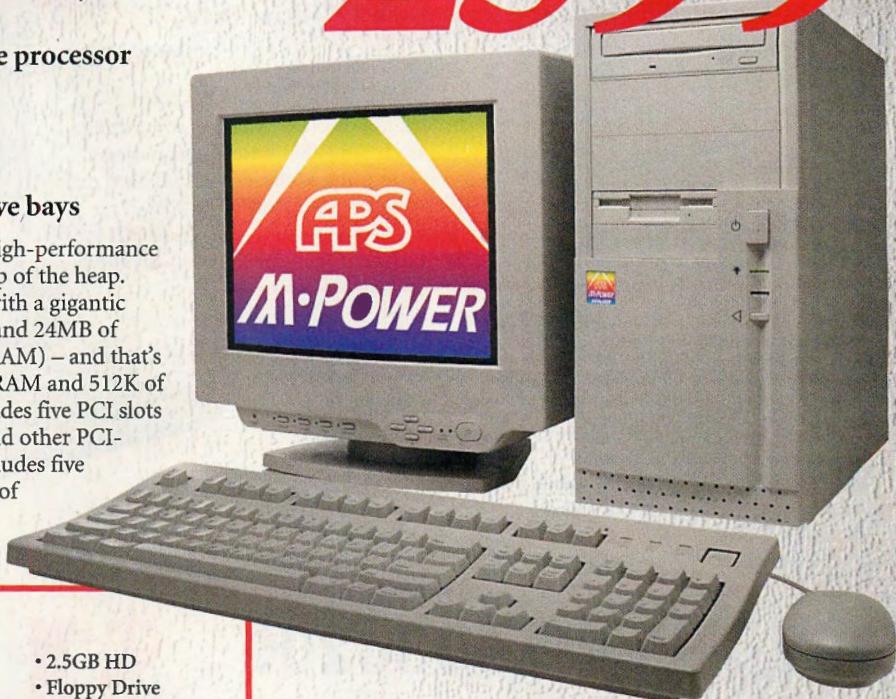
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| • Supports 14", 15", 17" & 21" Monitors | | |

COMPARISON

	5.25" Int'l. Bay's	3.5" Int'l. Bay's	PCI Expansion Slots	Printer Port	Modem Port	ADB Port	ADB Keyboard & Mouse	PS/2 Ports	SVGA Monitor Port	Supports 14", 15", 17" & 21"	IDE Bus	16-bit Sound Output Port	Rear Headphone Jack	Microphone Jack	8X CD ROM	Hard Drive (GB)	EDO RAM	12 Cache	VRAM (MB)	Floppy Drive	Price	
APS 604e200	3	4	5	✓	✓	✓	✓	2	✓	✓	1	✓	✓	✓	✓	✓	2.5	24	512K	2	✓	\$2599
P.C. POWER TOWER 200e	3	2	3	✓	✓	✓	✓	-	✓	✓	1	-	✓	✓	✓	✓	2	16	1MB	2	✓	\$3595
PowerMac 9500/200	1	2	6	✓	✓	✓	✓	-	✓	✓	2	-	✓	✓	✓	✓	2	32	256K	2	✓	\$4899

Comparison information for Power Computing taken from <http://www.powercc.com>
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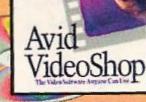
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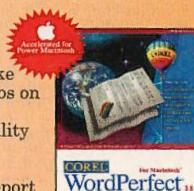
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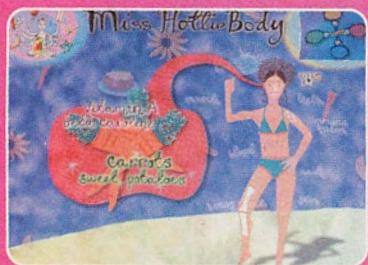
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"Instead of being a 'guardian angel whom you can trust' it (the smart fridge) could become a tyrant, withholding chocolate bars from dieters, and perhaps even deciding to go so far as deciding that humans are inefficient and thus locking its owner out of the house."

—A Sept. 1996 Reuters article describing future computers that will be able to reason, make their own decisions, and viciously keep you from your frozen Snickers bar.

Let's Talk About Something Else

"I am a girl, I am digital and I am cool," is the message behind Let's Talk about ME!, says Laura Groppe, Girl Games president and chief executive. This girls-only CD-ROM covers girlish topics such as quizzes, cyber-pals, fashion, and horoscopes in a non-threatening diary format which "will tell you this is not your brother's software." Unless he's RuPaul.



"[The EZFlyer 230MB] is the price/performance leader among removable cartridge hard drives

Stiff Competition

able cartridge hard drive in this category," according to a SyQuest Fact Sheet. Gee... not only is it the only one in its class, but it's also the cheapest.

priced under \$500, and is the only remov-

"DOS Computers, manufactured by millions of companies, are by far the most popular, with about 70 million machines in use worldwide."

Macintosh fans, on the other hand, may note that cockroaches are far more numerous than humans, and that numbers alone do not denote a higher life form."

—The New York Times, November 26, 1991.

In Case You Missed

"Alien/OS contains a security vulnerability, which strangely enough can be exploited by a primitive race running Windows/95. Although Alien/OS has been extensively field tested over millions of years by EvilAliens, Inc., the bug was only recently discovered during a routine invasion of a backwater planet. EvilAliens notes that the operating system had never before

been tested against a race with 'such a kick-ass president.' This found while scrolling the Power Macintosh Resource Page at <<http://rampages.onramp.net/~stevent/powermac.html>>.

1D4 Warning

Poetic Justice

"Four out of five computers around the world have Intel chips. Now which system is the best system for these students?" —Intel spokesman Richard Draper responding to Rio Rancho, New Mexico's town officials' decision to supply the schools with Macs, even though Intel donated \$30 million to build the town's only high school.

Doodle by Mark Simmons

QUICK,
SOMEBODY GET A
PAPERCLIP!!!



Leap of Taste

Inroads Interactive
the publisher of:

- Multimedia Dogs
 - Multimedia Cats
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 - Multimedia Bugs
- recently announced its latest title for animal lovers:
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THE ENTHUSIAST'S GUIDE TO FIREARMS.

The Developers Are Getting Restless

The Mac OS Wait! logo from DWVG (The Developer Web Vote Group)



Developer Frustration...

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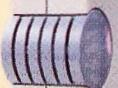
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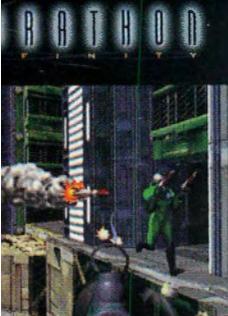
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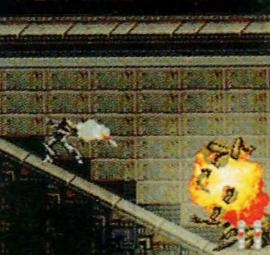
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A B U S E



Check out **ABUSE**. Created by Crack-dot-Com, ABUSE is 360° of side-scrolling action. **Napalm bombs**, **Lightning Prods**, and the **Death-Sabre** are just a few of the toys at your disposal in this fluid and furious game.